

Up, Up and Away

A One Round AD&D Living City Adventure

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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 capsulize 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

<u>Total Party Levels</u>	<u>Tier</u>
6-13	1
14-24	2
26-37	3
38-56	4
57+	5

DM Information

The Living City is a strange and wonderful place. There exists a healthy adventuring community that performs heroic adventures on the behalf of the city, the temples, individual people and for a mug of fresh cool ale. In today's story, the Temple of Gond, in fact, The Professor of the Wonderbringer is testing out a new invention and wishes the PCs to assist in the testing.

The Professor is testing a new hot air balloon. If the players have already played To Fly by Bob Tomihiro then they should already be familiar with the Professor and his balloon. Trust me he has made some

improvements this time. The rest of the adventure is broken out into the following encounters:

Introduction:

The PCs find a bird on their travels, its wing seemingly broken. It appears to be a carrier pigeon and it has a notice requesting adventurers to appear at the Temple of Gond, the Wonderbringer. The bird is actually mechanical with attached feathers. The feathers got into the mechanics and the invention failed. Back to the drawing board.

At the Temple the PCs will experience a Gond experiment gone awry. Hopefully after helping out the temple personnel they will be enticed to assist The Professor in his experiment. As The Professor explains his invention he will explain some of the uses that the army foresees and will elevate any concerns that the PCs might have. Sure, the last time it went up it came down into the Temple of Mystra but those problems have been solved.

Encounter One:

The PCs climb into the contraption and The Professor explains how everything works. This is the only chance and opportunity the PCs will have to learn how to utilize the balloon, there is no handouts, as there is no instruction manual, only a journal from previous adventurers.

Encounter Two:

As the PCs enter the balloon and begin floating into the sky they will indeed find that they are able to slightly control the contraption. They are quickly able to perform the test required by the Gondsmen. Unfortunately as they are returning from over Mossbridges, they run into a slight problem, of the enemy sort.

Encounter Three:

Not good, the heroes have been blown out to sea and are a drift over the Sea of Fallen Stars. Their only hope seems to be a few small islands down below, if only they can figure out how to land the vessel. This encounter allows the PCs the option of which island to land upon. They will have to visit a number of the islands, but they have the choice of where to start.

Encounter Four:

The largest island is the Isle of Gull Easel, home of a number of PC's in-laws. The island will be very different during this unexpected visit. It seems that the islands relations with Ravens Bluff's adventuring community have vastly improved the economy of the

island. Lord Gull will be able to greatly assist the PCs, if they know what they are looking for. Lord Gull, knows about the gnomes but he has lost contact with another small village and if the PCs would help him out....

Encounter Five:

Another of the islands is the home of a small tribe of gnomes. They are very distrustful and tend to attempt to frighten away all visitors. Only the proper passwords will allow the PCs to speak with the villagers. Of course, only Lord Gull knows the proper passwords.

In the village the PCs will find a huge Gond workshop and a number of different inventors willing to work on the balloon. They all have different ideas on how to fix the balloon. Of course, all fixes do include some new modifications and improvements.

Encounter Six:

The small island and village of Carrabba. This village raises hunting dogs for Lord Gull. The Lord Gull has built a very important trade with other lands for these friendly animals. The islanders have not visited the Lord for a couple of ten-days due to a problem with a large cavebear who has taken up residence on the island. There has been storms recently and the bear must have survived a shipwreck on the islands reefs. The bear problem and the shipwreck are available for exploration.

Encounter Seven:

The PCs should finally get back to the gnomes with the proper passwords and will eventually select one of the workmen to work on the balloon. When they do they will find that the workman is willing to “fix” the balloon for free if the PCs are willing to test one of his new inventions. The “Better Mousetrap”, is his invention. Right now it is built for man-sized creatures but he plans on reduces it for public use.

Conclusion:

The balloon fixed, the gnomes appeased, it is time to go home. Surprisingly nothing prevents the PCs from returning home and they arrive to a very happy Temple of Gond, who may hire the PCs for just one more adventure.

Players Introduction

Surprisingly the weather is brisk this early spring day. A cold wind blows in from the north as you make your way through the war torn streets of Ravens

Bluff. The winter has been harsh. Although many have done miracles, many of the weak have perished during the uncommonly cold winter.

If not for the work of a number of adventuring magicians and Lady Amber Lynn Theodin many more would have been lost. Somehow the Lady has organized her own Knighthood, one dedicated to the people of the city, not the knighthoods themselves. These knights have managed to fight their way or magically acquire vast amounts of food during the harsh winter months.

The lands surrounding the city, long since devoid of all trees and brush by the ongoing magical battles, are now knee deep pits of mud created by the numerous spring rains. The war goes on, but the land has not allowed any pitched battles to occur.

So you have had time to walk the streets, take in a few hours of poker at Thud’s House of Games and meet with a number of other surviving adventurers. In fact, (fill in the number) of you are currently outside the Business district wondering what to do this cold spring day.

Allow the PCs to describe and introduce themselves at this point. Make sure to get a good understanding of how the character appears and take down the reaction adjustments of all characters at this point. Continue whenever they have finished.

You have made your introductions but still have not decided where to go when a strange looking pigeon crashes to the ground near your feet. At least one of its wings must be broken as it sticks out at a 90 degree angle.

The pigeon is a construct made by The Professor at the Temple of Gond. Attached to the pigeon’s leg is a note. Now this pigeon has feathers covering all its body but even the stupidest PC, okay maybe not the stupidest LC PC, should notice that the feathers are from different avians and they are glued onto a metallic pigeon. The pigeon’s wings are broken and a strange grinding sound can be heard from within its body. The note reads:

“Gond has decreed that my creation will bring me volunteers for my greatest project. You whom Gond has selected, please meet me at the Temple as soon as possible.”

There is no signature on the note at all, the only signature being inscribed on the now still metal pigeon: The Professor

When the PCs arrive at the Temple they will see many people scurrying about. A large figure with multiple arms is flailing about the Temple in abandon destroying all in its path.

The temple is very busy this morning with many people scurrying about. Abruptly a large copper figurine with six arms comes spinning into view two pedestals smashed into fragments by its passing. A leather clad woman runs after it yelling for someone to deactivate the machine.

Tier One

Copper Machine: AL N; Int nil; MV 9; AC 4; HD 6; hp 48; THAC0 13; #AT 6; Dmg 1-4/attack; SA nil; SD nil; MR 5%; SZ L; ML 20

Tier Two

Copper Machine: AL N; Int nil; MV 9; AC 2; HD 8; hp 64; THAC0 12; #AT 6; Dmg 1-6/attack; SA natural twenty does double damage; SD nil; MR 15%; SZ L; ML 20

Tier Three

Copper Machine: AL N; Int nil; MV 9; AC -2; HD 10; hp 80; THAC0 10; #AT 6; Dmg 1-8/attack; SA natural twenty does double damage; SD nil; MR 25%; SZ L; ML 20

Tier Four

Copper Machine: AL N; Int nil; MV 9; AC -4; HD 12; hp 96; THAC0 9; #AT 6; Dmg 2-16/attack; SA natural twenty does double damage; SD nil; MR 40%; SZ L; ML 20

Tier Five

Copper Machine: AL N; Int nil; MV 9; AC -7; HD 15; hp 120; THAC0 8; #AT 6; Dmg 3-18/attack; SA natural twenty does double damage; SD nil; MR 50%; SZ L; ML 20

The machine can be deactivated by the pressing of both its eyes at the same time. Okay not the wisest method of control, but then who would have thought it would go astray. The young woman will tell anyone who is attempting to stop the machine about the deactivation method, screaming at anyone attacking the creature.

The woman's name is Malison Metorie and she works in the Temple. If the PCs have deactivated the machine and have not destroyed it then Malison will be very helpful in their search for the author of the note. Of course, if they have destroyed her machine then she

will be very upset and will not help the PCs in finding The Professor.

If the PCs ask for The Professor a young acolyte will gladly provide an introduction especially if they show the pigeon to the acolyte.

When the PCs have been introduced to The Professor continue with the following:

You are lead to a very plump gnome with a huge nose clad in a metal sheath. His leather apron is covered with tools, vials and devices. He is bent over a small table working on what appears to be a small wand.

"Oh I see more admirers. Well I am very busy so I will make it brief. I expect soon to be able to define exactly how these Wands function. I know we haven't fully defined the simple wands such as those that create lightning or fire, but I feel that this wand (he waves the wand around) is more complex in design, but easier to define. It is a wonder....."

Suddenly a large stream of butterflies swarms throughout the temple blinding all in the area. After a few minutes the butterflies flutter away and you can again see. The Professor is busy jotting down scribbles in a large leatherbound journal.

"Wonderful, I thought I was getting closer. Now if you will excuse me..."

The PCs are being excused but they should object to this providing the pigeon as proof. Should they neglect to bring this up the adventure is over and they will be escorted out of the temple. Should they present the pigeon then The Professor will leave his wand behind in his excitement. Keep track if any of the PCs want to make a Pick Pockets roll to abscond with the wand.

Encounter One: The Ship of Air

"Wonderful, I knew Gond would provide for me. Let me show you the device I need tested." The Professor leads you to the back courtyard of the Temple. There is a large leather sack, bigger than most small houses floating over a small boat. The boat is painted black and has a large paddle on the stern where a till might normally be.

"I bet you are wondering what I need you to do. You see before you the wonderful Ground-Avoidance Ship. Don't worry it has already been tested and it flies like a bird. Well not exactly like a bird..."

At this point go into a lot of detail about how birds fly. The Professor is a detailed nut that will discuss everything in complete detail until he is redirected to another topic. The following topics are provided here for the DM to use for The Professor. If they switch him to a topic not listed here feel free to make it up as you go.

The Ground-Avoidance Ship:

“The ship tested twice, during the last few days and it fly without trouble although it had a trouble maintaining its course. I don’t count the landing through the Temple of Mystra roof, it their own fault. Thus, I added the paddle to the back of the ship to provide directional movement. The winds will take you over the Temple so be careful, I don’t think they would appreciate a second visit.”

The Temple of Mystra Crash:

“Wind carried us over the temple and suddenly we lost our Up controls. This was bad since without Up you get down. We crashed right through the roof and I got quite upset. We okay with it all, I guess Gond & Mystra settled it themselves.”

The Carrier Pigeon:

“Made that while ago, never got around to testing it. Seems it worked for a while, maybe I look at it again see what not work.”

The Test for the Ship:

“Want you to go up into the air and make your way over to Mossbridges, drop this package of Food to village. Then come back here.” He does have a large package of food that he refers to.

How do you control the Ship:

“Ship has three major types of controls, up controls ship controls and directional paddle. Paddle works like till of boat. Up controls are via small furnace in center of ship. More heat equals more up. The ship controls are new and control various instruments onboard”

How do we bring the ship Down?:

“We load ballast onto ship. Take ballast out of box put near furnace to bring ship down. Don’t take too much ballast onto ship or go down real fast!”

Payment or Reimbursement:

“Had not thought of that, Gond tell me volunteers. I make somethings for each of you.”

When the PCs have concluded speaking with The Professor he will usher them into their positions in the Ship. There are four major positions:

1. The Pilot: The pilot is responsible for the directional paddle. They attempt to steer the ship in the winds of the sky.
2. The Engineer: The engineer is responsible for the furnace. They actually sit on the ballast box.
3. The Navigator: There is a small section of the hull that is not made of wood, but rather made of glassteel. This is where the navigator sits viewing what is under the Ship.
4. The Lookout: The lookout is responsible for utilizing a built-in telescope to look for hostile creatures.

There are seats for three other members but they are not very big. Now for the important issue. The Professor will look over the party and come to the realization that he has built the ship a little small, not figuring on the size of the adventurers. He will make a number of calibrations and declare that each PC should be able to take 20 pounds of equipment, weapons and armor with them on the ship. This will preclude most heavily armored PCs and even the number of weapons they would be allowed to carry. Also please note: *bags of holding* still weigh something. For example, a *bag of holding* capable of carrying 500 lbs weighs 15 lbs. Make the PCs count their weight carefully. They are allowed a TOTAL of 120 lbs of equipment.

The PCs are now ready to go. The Professor will give them a small package with extendable wings. This is the food package. Think of it like a paper airplane, the idea is that the PCs will extend the wings and send it gliding down towards the village of Mossbridges.

Encounter Two: Up and Away

The professor helps you into the proper positions in the ship and opens the Engineer’s toolbox and pulls out a large piece of wood throwing it into the furnace. “She should have plenty of heat lads, just open the vent on the stack and up you go.”

A small lever controls the vent and as The Professor reaches over and opens it a gout of flame extends into the canvas sack and the ship begins to rise.

Use this encounter to get the PCs familiar with the workings of the ship. They might need to play around with the ship. The winds are actually very favorable and the PCs are carried out over the walls and towards the village of Mossbridges. HOWEVER, they are moving directly towards the Temple of Mystra. Any PC who asks or who makes a Local History roll will be able to determine this. The PCs will have to add height (at least 40 ft) or maneuver away from the temple. This requires a Wisdom check by the PC manning the Paddle. If they make the check you can force them to make Strength checks to fight the wind. Make them band together to move the paddles, temporarily exhausting them. This is important, they must get the impression that the ship is very difficult to maneuver.

No matter what allow them to miss the temple, however, this should cause them to sink to a height of about 60 ft. (from 100 ft)

They will probably want to play around with the controls of the balloon after all they are PCs. Here are the basic controls and items on the ship:

- The Furnace: The furnace and the release vent are very standard. The furnace burns wood that is found in the Engineers box. If the PCs add wood to the Furnace the fire will be hotter and they can release heat via the vent release. If they neglect the furnace they should begin descending. Figure a new log is required every 10 minutes of game play. When they release air ask them how long they will release heat. For every 10 seconds of heat into the balloon will result in an additional 20 feet of height.
 - The Box: There is always a large stone and a piece of wood found in the box when it is opened. If a piece of wood or a stone is removed from the box, it can not be replaced back in the box. The box holds 100 pieces of wood and 100 stones. The stones are meant to be used as ballast for the balloon. For every stone removed from the box, the balloon will come down 5 feet. Each piece of wood will enable the furnace to provide 60 seconds of full heat or 10 hours of travel time.
 - The Directional Paddle: The paddle is stiff wood with stretched canvas. It acts like a combination sail/till. Like most sails it works on the principle of resistance moving the ship and sometimes the balloon. A strength of 17 is needed to keep the paddle steady and at least 30 strength is needed to move it against the wind.
- There is also a control panel near the Engineers station. The panel has four small levers and six buttons. These control various items on the ship the details which are found in the Appendix.

When the PCs have waved goodbye to the city guards, (which have been warned they were coming), you may continue with the following text:

The trip to Mossbridges is quiet except for an occasional gout of flame into the canvas bag. From the vessel's height the devastation seen around the city seems complete. Very few trees and fewer animals and people are seen during the entire trip to Mossbridges.

Amazingly, with only a few changes using the directional paddle, you float up over the village of Mossbridges.

The PCs should now deploy the food package that The Professor gave them. The package will zig and zag floating slowly landing directly in the middle of the village. Once this occurs poll the PCs to see if there are any other items that they want to accomplish. At this stage you can assume the PCs are probably at least 500 feet above the ground and the balloon is making good speed along the ground (12). When the wind picks up so will the ground speed (30"-48"). This is important. Once captured by the wind, the balloon will easily out-race any magically flying creature.

When you are ready for the wind to occur continue with Encounter Three. NOTE: The PCs will probably attempt to maneuver with the controls. When they do this go ahead with encounter three, the details are listed there. There is also an aerial attack from a few creatures.

Encounter Three: Over and Out

The trials seem to be going really well as you begin steering back towards the city. Suddenly a strong cold wind gusts through the air. It is battled by another strong gust coming from your right side as the craft is blown quickly away from Mossbridges and towards the sea.

If anyone is using the lookout glass they can make an observation or half their intelligence to see a few small flying specs moving towards them. If the PCs spot the creatures they will have two rounds to make

preparations, otherwise roll for surprise as the creatures fly out of the sun. The PCs are at minuses to their surprise roll as indicated below:

Tier 1-2 -1 to surprise roll

Tier 3-4 -2 to surprise roll

Tier 5 -4 to surprise roll

Tier One: Party Levels 6-13

Fire Mephits (2): INT Average (8-10); AL NE; AC 5; MV12, FL 24 (B); HD 3+1; hp 20; THAC0 17; #AT 2; Dmg 1-3/1-3; SA see below; SD see below; MR nil; SZ M (5' tall); ML 9

Mephits appear as thin, 5-foot humanoids with wings. Their faces have exaggerated features, including hooked noses, pointed ears, wide eyes, and protruding chins. Their skin continually oozes the stuff from which they were made. Mephits speak a common mephit tongue.

Combat: In battle, mephits attack with either clawed hands or breath weapons. Damage is variable depending on the type of mephit encountered. All mephits have the ability to gate in other mephits; the type gated in and percentage chance for success varies with the mephit initiating the gating (see below for details).

Touching a fire mephit causes 1 point of heat damage (no saving throw). Their clawed hands rake for 1d3 points of damage each, plus 1 hit point of heat damage per hit.

Fire mephits may use their breath weapon three times a day. It has two forms. The first is a flame jet 15 feet long and 1-foot wide. This jet automatically hits one target, of the mephit's choosing, for 1d8+1 points of damage (half if saving throw is successful). The second form is a fan of flame covering a 120 arc directly in front of the mephit to a distance of 5 feet. Any creature in the arc suffers 4 points of damage, no saving throw allowed.

Fire mephits may also cast *heat metal* and *magic missile* (two missiles) spells each once per day. Once every hour a fire mephit can attempt to gate in another mephit. The chance for success is 25% and the summoned mephit is either fire, lava, smoke, or steam (equal probability of each). For purposes of this tournament the only type of mephit that may be summoned will be additional fire mephits.

NOTE: The MEPHITS are not bright enough to go after the balloon although they will attempt to damage the ship itself. Even if the PCs make a defense of the balloon, the mephits will attack the PCs and the ship.

THEY WILL DAMAGE THE SHIP ENOUGH TO PREVENT A WATER LANDING!

Tier Two: Party Levels 14-25

Fire Mephits (5): INT Average (8-10); AL NE; AC 5; MV12, FL 24 (B); HD 3+1; hp 20; THAC0 17; #AT 2; Dmg 1-3/1-3; SA see above; SD see above; MR nil; SZ M (5' tall); ML 9

Tier Three: Party Levels 26-37

Steam Mephits (6): INT Average (8-10); AL NE; AC 7; MV12, FL 24 (B); HD 3+3; hp 25; THAC0 17; #AT 2; Dmg 1-4+1/1-4+1; SA see below; SD see below; MR nil; SZ M (5' tall); ML 9

Mephits appear as thin, 5-foot humanoids with wings. Their faces have exaggerated features, including hooked noses, pointed ears, wide eyes, and protruding chins. Their skin continually oozes the stuff from which they were made. Mephits speak a common mephit tongue.

Combat: In battle, mephits attack with either clawed hands or breath weapons. Damage is variable depending on the type of mephit encountered. All mephits have the ability to gate in other mephits; the type gated in and percentage chance for success varies with the mephit initiating the gating (see below for details).

Steam mephits are the self-appointed overlords of all mephits. They frequently give orders to weaker mephits. In addition to hissing steam escaping from their pores, steam mephits leave a trail of near-boiling water wherever they walk.

The hardened claws of a steam mephit cause 1d4 points of damage each, plus 1 additional point of heat damage per touch (no saving throw). In addition, the victim is 50% likely to be stunned for one round. These effects are cumulative, so a victim raked twice could be stunned for two rounds.

Steam mephits can breath a scalding jet of water every other round; no limit to the number of times per day this can be used. This jet has a 20-foot range and automatically hits its target. Damage is 1d3 points (no saving throw) with a 50% chance of stunning the victim for one round.

Once per day a steam mephit may create a rainstorm of boiling water over a 20-by-20-foot area. This storm inflicts 2d6 points of damage to all victims caught in the area of effect, with no saving throw allowed. Steam mephits may also contaminate water once per day (reverse of purify water).

Once per hour a steam mephit may attempt to gate in 1-2 other mephits with a 30% chance of success. There is an equal probability that the summoned

mephits are either fire, lava, smoke, or steam. If two are summoned: they are of the same type.

Unlike other mephits, who will delay an attack for as long as possible, steam mephits are ruled by their oversized egos. They will even ambush even large, well-armed parties, striking first with boiling rainstorms, then concentrating their breath weapons on the nearest wizard or priest.

NOTE: The MEPHITS are not bright enough to go after the balloon although they will attempt to damage the ship itself. Even if the PCs make a defense of the balloon, the mephits will attack the PCs and the ship. **THEY WILL DAMAGE THE SHIP ENOUGH TO PREVENT A WATER LANDING!**

Tier Four: Party Levels 38-56

Steam Mephits (14): INT Average (8-10); AL NE; AC 7; MV12, FI 24 (B); HD 3+3; hp 25; THACO 17; #AT 2; Dmg 1-4+1/1-4+1; SA see above; SD see above; MR nil; SZ M (5' tall); ML 9

Tier Five: Party Levels 57+

Steam Mephits (25): INT Average (8-10); AL NE; AC 7; MV12, FI 24 (B); HD 3+3; hp 25; THACO 17; #AT 2; Dmg 1-4+1/1-4+1; SA see above; SD see above; MR nil; SZ M (5' tall); ML 9

After the battle the balloon will have drifted further out to sea. The PCs will probably want to play around with the controls of the balloon after all they are PCs. Here are the basic controls and items on the ship:

- The Furnace: The furnace and the release vent are very standard. The furnace burns wood that is found in the Engineers box. If the PCs add wood to the Furnace the fire will be hotter and they can release heat via the vent release. - *The wind is carrying the balloon up into the air, adding lift will only cause the balloon to move faster.*
- The Box: There is always a large stone and a piece of wood found in the box when it is opened. If a piece of wood or a stone is removed from the box, it can not be replaced back in the box. - *The stones can be removed and for every 10 stones, the balloon will lose 10 feet. Unfortunately, the ballast is insufficient to reverse the greater uplift that is carrying the balloon away.*
- The Directional Paddle: The paddle is stiff wood with stretched canvas. It acts like a combination sail/till. Like most sails it works on the principle of resistance moving the ship and sometimes the balloon. - *The paddle can be used to steer slightly*

however, the balloon itself is caught in the wind and the PCs are at its mercy.

Continue with the following text:

The balloon is caught in the stream of air and carried out to sea. It drifts aimlessly for five days, carried along with the sea breezes.

The PCs have a few slight problems. There is no additional food on board and no facilities for personal needs. The PCs will lose a Constitution point for each two days longer than two days that the PCs go without food. They will lose an additional point of Constitution for each day after the first that they go without water. Thus, if they had absolutely no water or food then they would lose Constitution as listed here:

Day One	No Loss
Day Two	No Loss
Day Three	1 Loss due to Water
Day Four	1 Loss due to Water
	1 Loss due to Food
Day Five	1 Loss due to Water

This loss is temporary, and full Constitution returns after sufficient food and water are consumed, plus a full day of rest is completed.

At the conclusion of the 5th day, the PCs will see a couple of small islands of land down and to the west. It appears as if they are heading directly for them.

At this stage the PCs will need to bring the balloon down to one of the island. The winds are aiding the effort, but they will have to steer the craft towards the island they choose. To do this they will need to make a dexterity or wisdom check whichever is better to land the ship. When they accomplish this go ahead with encounter four through six depending upon the island selected. The descriptions of the islands are listed below. NOTE: If the PCs do not land, then they will continue to fly over the Sea of the Fallen Stars until the land rudely in Cormyr. They are trapped for 6 months of PLAYER TIME until they can arrange transportation back to Ravens Bluff:

Large Round Island: (Encounter Four)

The largest island is approximately 3 miles in diameter. There is a large settlement upon the island with cove and fishing docks. There is also a large castle/manor house on apex of the island looking down to the settlement.

Crooked S Island: (Encounter Five)

This small island is perhaps 2 miles in length and bends looking like a crooked letter S from the sky. It is heavy jungle with a nice white sand beach.

Horseshoe Island: (Encounter Six)

This island is almost as large as the Large Round Island except that it is shaped like a horseshoe. The width of the island is perhaps 1 mile. There is however, a visible village near the center of the horseshoe with docks open spaces.

Encounter Four: Large Round Island

As you craft starts to settle towards the large island, a sudden gust carries you into a small stone shack.

With a great crash and the crunch of your hull you have again settled onto stable ground.

The villagers begin to come out of their homes to see what has happened. It is late, Lathander just about to give way to Selune for the hours of darkness.

The PCs are on the island of Gull Easel, first seen in The Inner Sea Romance. Lord Gull rules over this area and the village seems much more prosperous than it was when first introduced to the citizens of Ravens Bluff.

The villagers are very happy and will be glad to feed the PCs if the PCs have not been able to eat during the trip. They also have an abundance of water for consumption. If any of the PCs comment about the prosperity or if any of the PCs happen to be married to a Gull Easel citizen, continue with the next section. Otherwise, they will want to arrange transportation to Ravens Bluff or arrange to fix their craft, either way they have to see Lord Gull in which case go to encounter 4A.

If the PCs ask about their prosperity:

The citizens are very tight lipped about their success which should make the PCs very suspicious. It will take a bribe of at least (100 gp, 500 gp, 1000 gp, 2000 gp, 5000 gp by tier) to get them to talk. If the PCs do bribe, or acquire through magical methods the information they will find:

- Lord Gull still rules with his two sons and his daughter.

- To eliminate the poverty, Lord Gull married off many of the single men and women of the village, claiming they were his sons or his daughter.
- Those married have all moved to Ravens Bluff and the relationship has been very good for business in Gull Easel.
- The village is primarily fisherman, but they do some trading with some of the nearby islands, acting as agents for the islanders goods, when merchant ships stop at Gull Easel.

If one of the PCs is married to a citizen:

An older woman will come up and ask how their son/daughter is doing. They haven't heard from them in a while (since the war started) and are worried.

The PCs will be able to get the same information as above from the woman, without the bribe.

Encounter 4A - Lord Gull

This encounter depends on whether or not the PCs have already been to the village of Carrabba on the horseshoe shaped island. If they have already been there, the Lord Gull will welcome them warmly especially with the news they have.

Lord Argyl Gull, hm F14: Int Exceptional; AL LG; AC 3 (Bracers AC5, Dexterity); MV 12; hp 132; THAC0 7; #AT 3; Dmg 1-8 + 8 (long sword); SA nil; SD nil; MR nil; SZ M; ML 19

If the PCs start any trouble in the village or in the manor house, Lord Gull, his children and his men-at-arms will come to put down the fight. They will fight to subdue. Subdued characters will be stripped of all weapons and armor and put on the next boat to Ravens Bluff. Go to Conclusion - UNSUCCESSFUL. NOTE: All components, wands and rings will also be confiscated.

Children (Angmar, Luren & Amali) hm/hm/hf F9/F10/F12: Int High; AL NG; AC 4; MV 12; hp 65, 78, 92; THAC0 per level (minus 4); #AT per level specialized plus one; Dmg 1-8 + 6 (long sword) / 1-4 +4 (dagger); SA nil; SD nil; MR nil; SZ M; ML 12

The children are all very talented warriors and take very much after their father. They will not take any lip from the PCs and tend to settle things the old fashioned way, by skill at arms. They are all very plain looking (Com 11) and are very rigid in their manners (Chr 10).

Men-At-Arms (30) hm F2: Int Average; AL LN; AC 5; MV 12; hp 14; THAC0 19; #AT 1; Dmg 1-8 (long sword); SA nil; SD nil; MR nil; SZ M; ML 13

This encounter needs to be a little loose in its structure because of the many possible times the PCs could arrive here. First let's list the constants:

- Gull Manor is decorated in very fine accessories. The reception hall clothed in fine purple clothes.
- Lord Gull is dressed in silks (purple) with a very ornate longsword strapped to one belt.
- The Chancellor is very young and will stutter when introducing the PCs. His name is Marrrrrrvin. (See its catchy)
- The Lord Gull is very embarrassed about the deception he played on the people of Ravens Bluff, but he had run out of options for his people. He will dissolve any marriages that he forced onto people. The last 18 months have opened many new trade opportunities for Gull Easel and the island can support those that previous left.
- The Lord Gull will insist that the PCs stay the night in Gull Manor. It is getting late and he is having the kitchens fire up the stoves for a late dinner.

If the PCs have already solved the problem on Carrabba Island and ask the Lord Gull about possible ways to fix their ship or return them to Ravens Bluff:

- The Lord Gull is very pleased. He knows of a group of inventors on the S shaped island that could probably fix the craft. He can transport the PCs and the craft to the S-shaped island.
- He will tell the PCs that the gnomes require a password to protect their safety. The password is Gull Easel.
- He will thank the PCs with a gift of a hunting dog trained on Carrabba island.

If the PCs have not yet been to Carrabba Island and they were not successful in obtaining the help of the Gond gnomes on the S-shaped island then:

- Lord Gull is pleased. If the PCs want to fix their craft he knows of a group of inventors on an island not far from here. They are very secretive and do not accept strangers.
- The Lord Gull has another problem. The villagers on the horseshoe island usually send over trade goods once per month. This months goods are two weeks late. He would like the PCs to take a small

boat over to Carrabba Island and see what the problem is.

- He will arrange for transportation of their craft to the small S-shaped island once they return from Carrabba Island.

Encounter Five: S-Shaped Island

This small island is covered in very heavy jungle as you move closer to it. There is only a small narrow beach in which you might be able to land.

Allow the PCs to apply some up and try to make it to another island at this point. They will need to make another Dexterity or Wisdom roll to guide the craft to one of the other islands. If they still try to land here go ahead with the following text:

With a sudden jar you hit directly into the sandy beach bouncing up and into the trees. The large canvas sack rapidly deflates as it falls draping over the trees and yourselves.

Each PC can make a dexterity roll in order to half the amount of damage suffered in the crash. Tumbling proficiencies will quarter the damage.

Damage is by tier and by level:

Tier One:	1d4 per character level
Tier Two:	1d6 per character level
Tier Three:	1d8 per character level
Tier Four:	2d4 per character level
Tier Five:	2d6 per character level

The maximum amount of damage independent of the characters level and tier is 20d6 or 24d4.

When the PCs come to and get ready to explore the island they will be able to explore a few exotic places on the island. See the map contained in the appendix for details on the locations of each of these items:

A - A small reservoir of water that the rains keep full. The water is fresh and healthy. The pool is about 8 feet deep and has a few coins lying on the bottom. These coins are scattered among many small rocks. The coins total: 12 sp, 5 cp and 12 gp. If any of the rocks are brought up there is a 10% chance one of the rocks is actually hollow and contains a natural growth of Amethyst Crystals.

B - A fairly large tidal pool with many crustaceans and fish moving in its waters. The crabs and lobsters are very easily upset and can cause minor wounds to PCs. There are at least 8 dozen in the tidal pool. There are many ways to capture them, however going into the pool is not an advisable one. Anyone going into the 3 foot deep pool will be attacked by the pool dwellers.

Crustaceans: INT Animal; AC 7; MV 6"; THAC0 15; #AT 1; Dmg 1-4; SA Numbers; SD nil; MR nil; SZ S; ML 18

The crustaceans attack in mass. They snip and claw at the PCs in the water. The THAC0 and the damage are a result in the number of attacks. They do not have hit points as a group. Each individual crab or lobster has 1 hit point. Thus a lightning bolt will serve them all up. Otherwise, PCs can go in and step out with dinner attached to their armor, clothes and possibly skin.

C - Skeleton. A human skeleton has washed up on shore here. The bones have been bleached white by the sun burning down each day. *Speak with dead* spells will only work if they are cast by a spellcaster of at least 9th level. The body has been here over the one month limit which exists for the spell. If there is a 9th level caster then they can find out the following information:

- The person was an animal trainer whose ship sank.
- His name was Franz and his wife Gretel was also on the ship.
- They had a number of animals, but they were working with a cave bear they had named MARCUS.
- MARCUS loves red raspberries that was how they were training him.

D - Gnome Village: The village is very quiet and the PCs will just get to the outside of the village when a loud voice will scream out at them.

“WHO GOES THERE? WHAT’S THE PASSWORD? WE DON’T WANT ANYTHING, GO AWAY!”

Think of the Doorman in The Wizard of Oz. The voice, coming from a large metal horn attached to a nearby tree will not allow the PCs to enter the village. If they continue to move into the village, a pit will open up in the sand in front of them. They will not fall into the pit automatically, but will have to move

through the jungle to get into the village. Anyone continuing to enter the village will find it completely deserted. No matter what. Magical means may determine that each huts floor is a secret door, but there is no way of opening them including the knock spell and Longtooth daggers. The floor is constructed of a dirt substance attached to a metal plate. The plate can move given the right amount of water pressure and open up tunnels down into the ground. If they give the proper password, the pit does not open and the voice will say:

“WHY DIDN’T YOU SAY SO, COME ON IN!”

When the PCs go in continue with the following:

A group of dirty oily gnomes will come out of the huts and welcome the PCs to the island. They shake hands (ugh!) slap back (argh!) and a really earthy female gnome will give great big hugs to any other vertically-challenged folks (squish!). The female gnome is actually the leader of the village. Her name is Mara Giblestout. She is a specialty priestess of Gond. The gnomes will walk with the PCs into one of the huts and down into the ground. The stone walls (volcanic rock) seem cut by some sort of tool.

Suddenly, the tunnels will end in a large chamber. The chamber is home to the village laboratory and has many, many tunnels leading out of it. From one of the tunnels a very loud noise is coming.

“Welcome to our home!”, screams the female priestess. ***“Don’t worry about the noise, we have a project going on to connect our island with Gull Easel through an underwater passage. It will be a miracle of Gond’s wonder if it works. So what brings you to our little island?”***

Remember this is a very noisy room. The cave doesn’t help since it allows the noise to bounce around a lot. If/When the PCs mention fixing the balloon, Mara will think for a second or two and then continue with the following:

“I say, that could be trouble. Lucky for you we have a couple of people who can fix it up better than new. Unfortunately they don’t like to work together. They are all leaders and no one is willing to follow the others lead. I will let you talk to each one before deciding who you want to work on your craft.”

Encounter 5A - Hilmister Morge

The first gnome that Mara leads you to is dressed all in bright yellow clothing. He doesn't have that large a noise only that is bends quite a large distance to the right. Mara introduces you, "This is Master Inventor Hilmister Morge, inventor of the very machine we are using to connect the islands. He is our most famous inventor and was our leader until he left the role to me to devote more time to his work."

The fact of the matter is that Hilmister is 519 years old. The oldest living gnome on the island, and the oldest living gnome anyone on the island has ever met. He turned over the leadership of the island two years ago.

Hilmaster will propose the following repairs to the balloon:

- *"We gots to patch up dat dare hole in da bottom."*
- *"We should put wings on her so you can stir better."*
- *"And maybe some feet so it can land better. Like a ducks feet."*

Hilmaster will not ask the PCs any questions, he just looks over the craft and makes the decisions. If the PCs go with his plan the following changes will be made to the craft.

1. Large Bat shaped wings will be added to the balloon, these give the directional paddle user a +2 chance to steer the ship.
2. The hull will be patched including the section of glass steel.
3. The hull will have duck feet added to the bottom. Four hand levers inside the ship will allow the feet to move propelling the craft forward. These feet will collapse the first time the ship lands with any force.
4. The directional paddle will be enlarged and have only a moveable section (airplane tail structure).

After the PCs have finished speaking to Hilmaster. Mara will lead them over to the next inventor.

Mara leads you away from Hilmaster with your heads still shaking wondering what the craft would look like after he finished his repairs. "This is William Droopster, one of our youngest and brightest inventors."

William is indeed young but is very bright. He will ask the PCs about their journey here and the troubles the craft presented to them. He understands the repairs needed but wants to eliminate any chance of additional problems. William tends to speak above the level of any of the PCs, explaining things in highly scientific terms. If a PC has the engineering proficiency they will get the following otherwise just use the catch words.

If the PCs mention any of the following problems he will suggest the following:

Problem: Landing broke through the hull

Solution: Metal rails should be added to the hull for landings. These rails could be removed if you were always going to land in the water.

Catch-Words: Rails below removed water

Problem: Once close to the ground the still full balloon picked up the craft again.

Solution: A pull will be added to the top of the balloon that will let all the air out if the PCs need to get down in a hurry.

Catch-Words: Hole, Top Balloon Down

Problem: They kept going up and could not control the height.

Solution: An Up-Down Directional Paddle will be added to the Right Side of the craft.

Catch-Words: Paddle, Right, Up-Down

When the PCs are finished speaking to William, Mara will again lead them to the last inventor.

You are still trying to make sense of this last inventor when Mara begins to walk you across the laboratory. "Simon is one of Gond's chosen. He is very good at what he does, however, he does not speak or hear except for those words that Gond speaks to him. Try to explain to him what you need done and he should be able to show you how he would fix it."

Mara brings you to a gnome sitting adjacent to the tunnel with the great noise emanating from it. As Mara begins to gesture a great roar comes from the tunnel followed by a cloud of billowy dust and the sounds of grating metal.

"Aah, excuse me", says Mara moving into the cloud of dust and into the tunnel. She leaves you standing with a red-haired gnome that must be Simon.

Simon can neither hear or speak although he is very good at charades. The PCs have to mime what is wrong with the balloon. Be reasonable as a judge. This section should take at least 5 minutes and up to 15 minutes. Don't pass it by since Simon will simply fix the balloon in a very professional manner. He will repair the hull and add a few braces for landing. He also places two side extensions that can be used for vertical maneuvering.

After the PCs have spoken with Simon, Mara will return.

Mara returns from the tunnel her clothing covered in grimy black oil. "Everything is okay. The machine I constructed through a cog through the translucent wheel spinner which sent splinters ricocheting around the body ore-gan which resulted in the collapse of the uber-riot casement and the device lost power as the black oil leaked from the wheel spinner. I was worried that we weren't deep enough, but our calculations look okay."

"Well, have you decided who is going to repair your device?"

The PCs should tell Mara who is going to fix the device. She will order some workers to begin the work and get the inventor. She will then apologize and leave to repair her machine.

The Inventor will be very happy who ever it is. They are having a competition to determine who can build the better mousetrap and they want the PCs to test it. Right now it is human sized but they plan to shrink it down when they are ready to put it in production.

If they agree to test the machine they may go to Encounter Seven otherwise they can choose another inventor but they will want their mousetrap to be tested.

Encounter Six: Horseshoe Island - Carrabba

The winds push and pull your craft from side to side eventually pulling it along the water towards the shore. With a crash and great torque the craft falls over onto its side. The balloon crashes onto the shore as it slowly deflates.

A young boy peers out of one of the small huts near your "landing" spot. "Quick, get out of the open or it will get you!"

The PCs can look around but they won't see anything. Anyone with a tracking proficiency that looks for tracks, can attempt a proficiency at +2. There are indeed tracks in the area, especially near where the fisherman store their catches. A proficiency check that succeeded by six or more can identify the tracks as belonging to some sort of bear. Anyone rolling a "1" will know the bear is of the cave bear variety.

The PCs will be able to secure the balloon device and get into the village hut with the small boy. That is the only hut that has noticed them and it is the closest. The boy's name is Willy and he is 6 years old. He has seen the bear many times since his house is closest. His daddy went with four men (actually 12) to get the bear before it eats up everything. Willy can also tell the PCs the following:

- Bear has a cave up the right leg of the shoe.
- Bear not eat anyone in town, just fish.
- Bear broke two boats looking for more fish.

At this point the PCs can look for an adult villager or go to the bear cave.

ADULT VILLAGER:

The hut next to Willy's is the home of Azure and Cyan, human sisters. They are both at home and are very depressed as they can't work with their animals, and it seems the men have gotten it into their heads that they can take on a bear. They will offer to reward the PCs if they can capture or deal with the bear without harming them. They will not tell what the reward will be but will promise that the PCs will appreciate it. If they return with the bears unharmed then the sister will reward the PCs with six *salves of animal healing*. (2d8 for animals only)

Azure hf D4: Int High; AL N; AC 10; hp 17; THAC0 20; #AT 1; Dmg 1d6-1; SA Spells; SD nil; MR nil; SZ M (5'2" tall); ML 10 Comeliness 16; Spells: *Animal Friendship, Create Water, Charm Mammal, Goodberry (6 berries), Speak with Animals*

Cyan hef R3: Int Above Average; AL NG; AC 8; hp 25; THAC0 17; #AT 1; Dmg 1-8+1 (long sword); SA nil; SD nil; MR nil; SZ M (5'6" tall); ML 14; Comeliness 14

Azure and Cyan train hunting dogs. They have been very successful as of late with a breed that naturally retrieves birds. They have been dealing with The Lord Gull trading the trained dogs for riches and supplies.

They have been very happy. They are however very unhappy with males as a whole at this time. The village men would not allow them the chance to talk to the bear or use Azure's magic upon it. They are very protective of nature, animals and each other. They have grown up here the daughters of the same mother and different fathers. Their mother died a few years back and they have watched over each other since. They know the following pieces of information:

- The "MEN" tracked the bear to a cave up in the right leg of the horseshoe.
- The bear had not acted aggressively when it came into the village it seemed only hungry.
- They trade hunting dogs with Lord Gull who sells them to merchants who stop in his port.
- Their dogs are fine being in another part of the hut and outside in their own area.
- They really would like to see the bear unharmed but understand the problems faced.
- They are not sure how the bear got onto the island but they know it could not have been born here.

BEAR CAVE:

The cave is up a small rock outcropping and is visible from a short distance away. There is no signs of the villagers. They are currently preparing a pit trap to chase the bear into, or be chased past. The PCs will get to the cave well prior to the villagers.

Inside the cave is a large cave bear that was being trained by a pair of animal trainers. It was stranded here when the ship it was being transported on sunk during a pirate attack.

IMPORTANT NOTE: If the PCs group includes a Ranger then add the following NPC to the cave. The NPC has charmed the bears and will cause the bears to ignore the ranger in the group.

Tier One-Two:

Wild Ralf Rosterman, hm D4: Int Average; AL N; MV 12; AC 6; hp 16; THAC0 18; #AT 1; Dmg 1d6 (club); SA nil; SD nil; MR nil; SZ M; ML 12; Spells Memorized: *Faerie Fire, Cure Light Wounds x2*

Wild Ralf Rosterman is a rogue druid who loves nature and absolutely hates civilized people and places. He will order the bears to attack the PCs, especially the Rangers in the group.

Tier Three-Four:

Wild Ralf Rosterman, hm D8: Int Average; AL N; MV 12; AC 3; hp 46; THAC0 14; #AT 1; Dmg 1d6 (club); SA nil; SD nil; MR nil; SZ M; ML 12.

Spells Memorized: 1st level—*faerie fire, cure light wounds x2, entangle*; 3rd level—*protection from fire, summon insects*; 4th level—*free action, spell immunity (magic missile)*

Tier Five:

Wild Ralf Rosterman, hm D12: Int Average; AL N; MV 12; AC 3; hp 66; THAC0 14; #AT 1; Dmg 1d6 (club); SA nil; SD nil; MR nil; SZ M; ML 12.

Spells Memorized: 1st level—*faerie fire, cure light wounds x2, entangle*; 3rd level—*protection from fire, summon insects*; 4th level—*free action, spell immunity (magic missile), mulch*; 5th level—*animal growth (double the hit points of one bear), insect plague*

Tier One: Party Levels 6-13

Cave Bear: Int Semi (2-4); AL N; MV 12; AC 6; HD 6+6; hp 26; THAC0 13; #AT 3; 1-6/1-6/1-8; SA Hug; SD nil; MR nil; SZ H (12' tall); ML 9

Cave bears are quite aggressive, willing to attack well-armed parties without provocation. If a cave bear scores a paw hit with an 18 or better it also hugs for 2-16 (2d8) points of additional damage. Cave bears will continue to fight for 1-4 melee rounds after reaching 0 to -8 hit points. At -9 or fewer hit points, they are killed immediately.

ON THIS TIER THE BEAR WILL SPLIT ITS ATTACKS UNLESS THEIR IS AT LEAST A THIRD LEVEL WARRIOR FACING IT.

NOTE: The animal trainers were working with this animal using raspberries. If the party approaches the bear with berries displayed the bear will sniff at them curiously but will not attack unless it is attacked or the berries are withheld.

Tier Two: Party Levels 14-25

Cave Bear: Int Semi (2-4); AL N; MV 12; AC 6; HD 6+6; hp 48; THAC0 13; #AT 3; 1-8/1-8/1-12; SA Hug; SD nil; MR nil; SZ H (12' tall); ML 9

Tier Three: Party Levels 26-37

Cave Bear: Int Semi (2-4); AL N; MV 12; AC 6; HD 6+6; hp 54; THAC0 13; #AT 3; 1-8/1-8/1-12; SA Hug; SD nil; MR nil; SZ H (12' tall); ML 9

Tier Four: Party Levels 38-56

Cave Bear: Int Semi (2-4); AL N; MV 12; AC 6; HD 8+8; hp 72; THAC0 11; #AT 3; 1-10/1-10/2-12; SA Hug; SD nil; MR nil; SZ H (14' tall); ML 9

Tier Five: Party Levels 38-56

Cave Bears (2): Int Semi (2-4); AL N; MV 12; AC 6; HD 8+8; hp 72; THAC0 11; #AT 3; 1-10/1-10/2-12; SA Hug; SD nil; MR nil; SZ H (14' tall); ML 9

There were actually two bears at this tier which survived the shipwreck. They have both ended up here. Only one was being trained by the animal trainers.

NOTE: The animal trainers were working with one of these animals using raspberries. If the party approaches the bear with berries displayed the bear will sniff at them curiously but will not attack unless it is attacked or the berries are withheld. The other bear will however attack without hesitation.

Encounter Seven: The Better Mousetrap

Pull out the map of the better mousetrap. All the PCs have to do is attempt to physically try to get the cheese.

The large trap rests in its own chamber. As you enter a workman brings in a large treasure chest and places it in the center of the trap. As he leaves the inventor pulls a large lever setting the trap. Now it's your turn.

The trap is looking very deadly. It has spiked bars and guillotine cleavers. Allow the PCs to examine the trap plan. They can also look over the physical trap. It appears deadly as all get out. Engineering rolls will indicate that it is almost certain death to take the treasure chest, but that is what the PCs will have to do.

The whole thing doesn't work. The trigger which should be the chest doesn't trigger the trap and the PCs should be able to get the treasure chest without any problems besides a little extra sweating. The chest is empty, it was just being used as a placeholder for the "cheese".

Conclusion

The wind carries the repaired balloon up into the air and you are able to direct into into an upper wind

which pulls you back towards Ravens Bluff. You make an almost perfect landing outside the temple of Gond. Almost a perfect landing as the balloon crashes painfully into the temple itself finally coming to rest in The Professor's workroom, much to his delight.

The acolytes of the temple help to secure the device and unpack the gear you have stored. The Professor spends a couple of hours debriefing your group about the test, the trip and the unexpected changes to his device. Afterwards he gives each of you a small wooden toy. The toy is able to be depressed and after a second or two it will spring up about three inches.

Conclusion Unsuccessful

Lord Gull returns you each to the city of Ravens Bluff in order to honor the trade agreements already in place between the two governments. You are currently in the cells of the Nevin Street Comptor awaiting release. Lord Gull stripped you of all weapons, armor, rings, wands and bracers. He sent a note with your bound bodies informing the council of Lords of your actions. He also asked that you not serve any time in Ravens Bluff's prisons as he was more than happy to exercise his men, your arms making up for his trouble. The city is not happy with you but they too want to honor the trade agreement and reluctantly release you after a night in the Comptor.

This Concludes "Up, Up and Away"

Experience Summary:

Experience is now being 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.

Encounter One:

Directly asking at least 2 of the pertinent questions to The Professor 50 xp
 NOT taking the wand from The Professor's workbench 25 xp

Encounter Two:

Delivering Food Packet to Mossbridges 100 xp

Encounter Three:

Defeating the enemy mephits 150 xp

Encounter Four:

Finding out the secret of the Gull Easel weddings 100 xp

Encounter Five:

Only entering village via the password 25 xp
 For fixing the following design problems. Inventor's listed)
 Landing: Simon, William 25 xp
 Up-Down: Simon, William, Hilmaster 25 xp
 Balloon Deflation: William, Simon 25 xp
 Hull Broken: All 25 xp
 Ballast Issue: Simon 25 xp

Encounter Six:

Capturing or befriending the bear 150 xp
 OR
 Defeating the bear in any other way 100 xp

Encounter Seven:

Any PC who go through the trap before it is found not to work 100 xp

Total Experience for Objectives: 825 xp
 Roleplaying Experience: 0-500 xp

Total Possible Experience: 1,350 xp

For Tier 2: 2,700 xp
 For Tier 3: 4,050 xp
 For Tier 4: 5,400 xp
 For Tier 5: 6,750 xp

Treasure Summary:

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

- Wooden Spring toy given by The Professor at the Temple of Gond worth 30 gp each
- *Wand of wonder* (10 charges) from The Professor at the Temple of Gond
- A Hunting Dog given to the PCs by The Lord Gull
- 12 gp., 12 sp., 5 cp.
- Amethyst Crystals 1500 gp
- (6) *Salves of animal healing* from the Animal Trainers (2d8 points healed for animals only, not humanoids)

Fame Award

None

DM Background: Gull Easel

In the module *Inner Sea Romance*, Lord Gull attempted to deceive the PCs. They were sent by the city in response to a supposed wedding. The only catch was that the wedding was to occur between one of the PCs and one of Lord Gull's children. First of all, the plan was devised by Lord Gull's chamberlain, a man who had the Lord Gull's complete trust. A man who was in fact an agent of Zhentil Keep. It was very possible that a PC ended up married to what appeared to be a child of Lord Gull.

Not all was as it appeared. Lord Gull does have three children and the citizens that actually married the PCs were indeed very well-trained warriors, just not nearly up to the standards of the Gull family. The fact of the matter was that the whole island was in desperate need. There was over-population, no trade, no hope of survival. Although the chamberlain hoped to eliminate Ravens Bluff from alliance with Gull Easel through the deception, in fact the weddings have strengthened the alliance.

Lord Gull is very upset about the deception preferring direct confrontation as his management style, however, he had no choice. You can have the PCs who are married give their spouse any name that they wish, including living families in Gull Easel who have normal type skills.

If more than one player at the table is married to a Gull Easel spouse then make sure that they are aware of different members of the Ravens Bluff council of Lords that sent gifts to Gull Easel, in and around the same time.

Appendix One: The Control Panel

Button One: This button controls a trap door. The glassteel plate is actually hinged. Anyone standing on the glassteel must make DEX-4 to remain on the ship. Anyone near it can make a DEX+4 roll to remain on the ship. The button is orange in color.

Button Two: This button enables lever two's actions to occur. Moving Lever 2 does nothing until this button is depressed. The button is gray in color.

Button Three: This button is Large/Red and has the words DO NOT PUSH on it in three different languages. Common, Gnomish and Gnomish (serious). If pushed it opens a small flap at the top of the balloon and the balloon should come crashing down. If near the island this will work otherwise, the button fails to function.

Button Four: Another gray button seals the furnace door if pushed. This was originally added to provide landing safety. It will depress if pushed once and pop back up if pressed again. The furnace door will only open when the button is in the up position.

Button Five: A tremendously loud horn blows when the button is pressed. All must save vs. Breath Weapon for be deaf for 1-4 rounds.

Button Six: This button has no function, although a number of noises and the sounds of moving gears can be heard in the control panel.

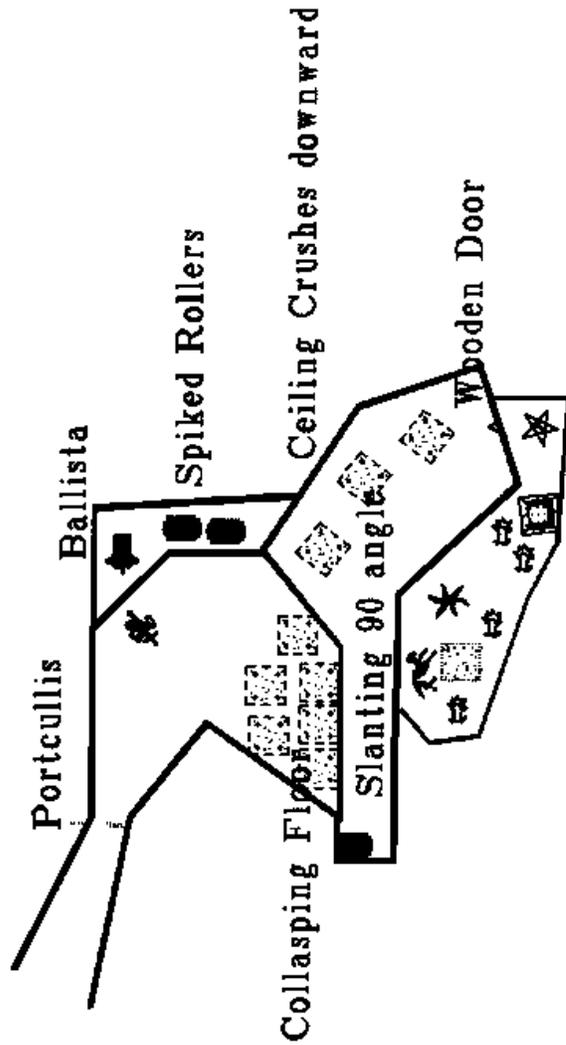
Lever One: This lever controls a landing ladder that the inventors hide in the side of the ship. When in the up position the rope ladder is hidden and contained. In the down position, the rope ladder opens extending 60 feet below the ship. If the lever is moved again to the up position the ladder will retract. This function will burst, if anyone is on the ladder. When it bursts, there is a 10% chance of failure on any of the other levers or buttons each time they are used.

Lever Two: This lever is activated with button number two. When the lever is in the up position and the button is depressed, an illusion of a huge roc appears directly in front of the balloon. When the lever is down and the button depressed a small ball will fly from the control panel and drop out of the balloon 80% of the time. The ball explodes in 2d20 segments doing 1d4/tier of the group to all within 20 ft.

Lever Three: This lever is strapped to the up position. A small sign says, "Emergency Fuel". If the strap is removed and the lever pulled, a small ball similar to the one above goes into the furnace. The furnace will blow the vent open and the balloon will raise 1d100 x 100 ft. into the air.

Lever Four: This lever when moved into the up position will cause all the seats in the balloon to vibrate. This was added for reasons of comfort on long trips.

Entrance to Mousetrap



- ☞ Glyph of Warding 8d6
- Spiked Roller 4d8
- ☞ Teleport into Cage
- ☞ Crushing Ceiling 8d6
- ☞ Ballista 6d6
- ☞ Mixed Treasure and Food
- ☞ Iron Bar Cage
- ☞ Skeleton of Giant Rat
- ☞ Stone Column 5' wide
- ☞ Open Spiked Pit 60' deep
6d6 plus 10 Thac0 12 attacks of 1d8

