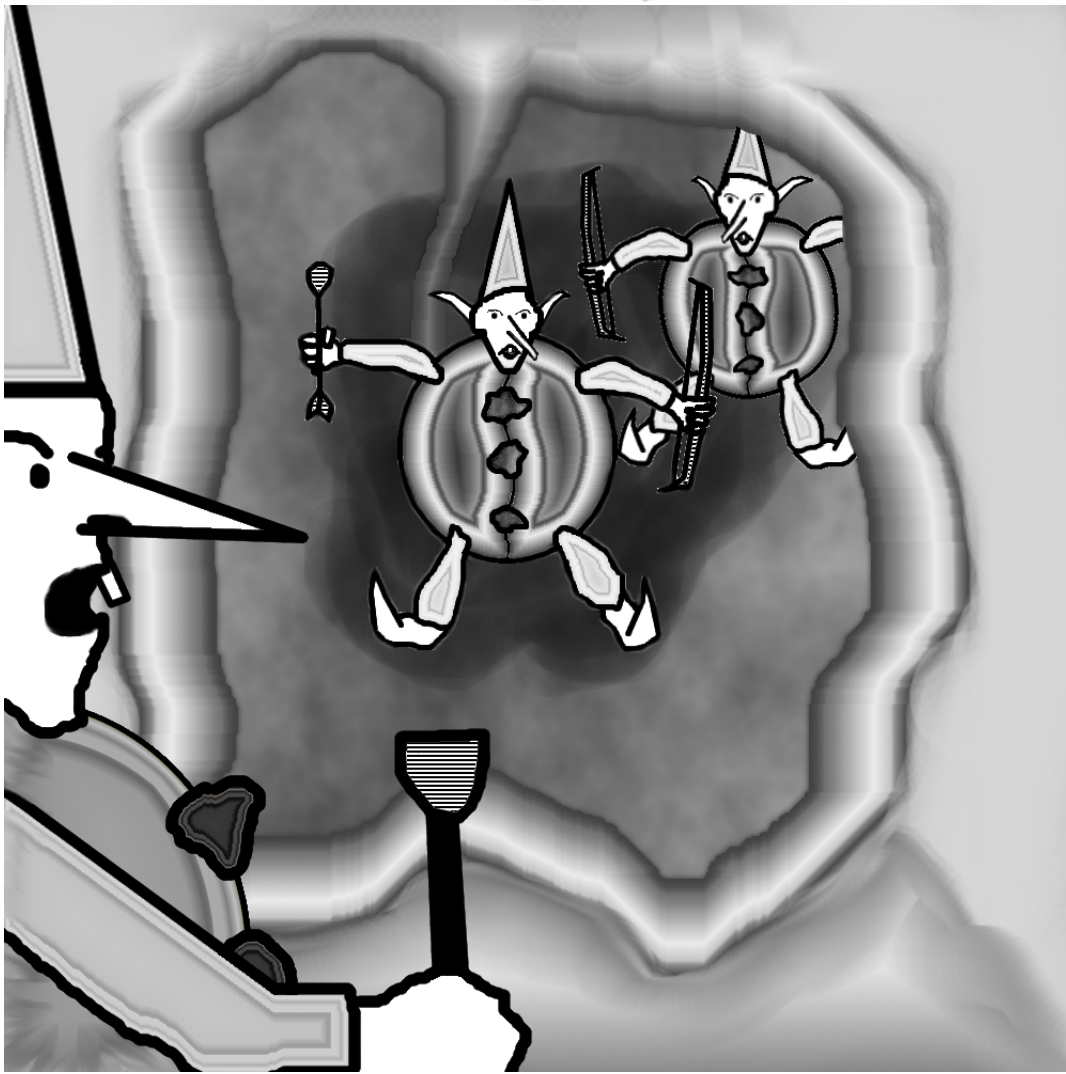


Floater's In The Mozz Caves



A Labyrinth Lord Adventure

Floaters In The Mozz Caves
A Low Level Labyrinth Lord Adventure
By Unbalanced Dice Games

Floater In The Mozz Caves

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Introduction

Blimpkith have taken up residence in a cave. It wasn't vacant. They've finished taking down the Orcs that lived there and the Elves that were trying to wipe it out. Now their Colored Dots, Mozz and other terrible ideas have been unpacked. The party will be the first to stumble into their new home.

The Adventure Uses Labyrinth Lord

The adventure uses Labyrinth Lord and Advanced Edition Companion. Armor Class is descending and starts at 9.

The Party Encounters Some Floaters

As the party is walking down a road a very fat looking Orc floats in front of them. Right over their heads it goes and then upwards into the sky. It came from the left. After the party loses sight of it a fat looking elf does the same thing. To the left a big smoke cloud starts to go up into the air, something has started burning.

If the party goes to the left towards the smoke they will soon see a cave. Outside of it are 2 fat floating Orcs and 2 fat floating Elves,

Floaters(see below). Each is tied to the ground with green looking string, easy to cut.

Leaning against the wall just next to the entrance is a dead Leprechaun. He has a scroll with 3 spells on it that the party has never seen before. Spending a few minutes deciphering it will reveal it as "Mozz Removal". Something to do with getting rid of a bizarre disease. If used on the floaters in front of the cave they will return to normal(see below). The spells seem to be written in a way that anyone can use them.

To the right of the cave entrance is a big pile of junk. It's burning like crazy. A lot of ruined weapons are stuck in the fire. If anyone has had experience with Orcs they will recognize them as Orc weapons. The Blimpkith have cleaned much of the cave out of Orc stuff and has begun burning it. The fire will last for 2-3 hours and then go out. There will be nothing added to the pile.

Floaters And Their Awakening

Floaters are living beings that have been put to sleep by the Mozz(see below). When the Mozz touches a living being and they succumb, sleep occurs. The midsection of the body expands until it looks like a balloon. As this happens the victim begins to float in the air, like a balloon. There is no control over

their motion. They move randomly around 5'-10' a round underground. Outside this rate triples. The Labyrinth Lord decides the direction and if they float up into the sky, their lost forever. Usually Floaters will have been stripped of their money and weapons but occasionally the Blimpkith forget to do this.

A Floater can be woke up. All it takes is something like Cure Disease to be cast on them. An awoken Floater returns to normal. They will not be violent and will want to get away as fast as possible. Being affected by Mozz is like being in a living nightmare. They will tell whoever helped them of little floating people with weird arrows and the worse thing ever, a green moss that makes you go to sleep and float!

Blimpkith Caves

The Blimpkith have a new home. Who are these strange creatures?

The Blimpkiths

A rebel faction in the Leprechaun world. They no longer like things the way they are and have started to make things more fun for them. That includes themselves!

Colored Dots

These are the Blimpkiths main weapon. They are Blimpkith that have flattened themselves onto a surface. They are about the same size as a Blimpkith, 2' in diameter. They no longer fight normally but respond to the arrows of the Blimpkith. When one of their arrows has hit something a liquid squirts out of the Colored Dot and keeps squirting until the arrow is removed. The liquid can hit things easily 100' away and most likely beyond that. What the liquid does depends on the color of the dot:

Blue: Target tries to hide behind another character. If not possible the character curls up into a ball and does nothing.

Red: Target begins doing jumping jacks where they stand. They yell a number that increases with each jumping jack: "1, 2, 3, etc...".

Yellow: Target starts to run in circles screaming "Don't hurt me!".

The effects last 2-4 rounds and a saving throw negates it. Only one Colored Dot will attack a target hit with an arrow. The Colored Dot does not attack again until the character it is effecting is free from it. A different Colored Dot may attack it after the effects have worn off.

It takes one round for a

Blimpkith to turn into a Colored Dot. Once changed it takes a bowl of Mozz to turn them back. When the Mozz is applied a couple of rounds later the Colored Dot becomes a restored Blimpkith. Blimpkith treat the Colored Dots with deep reverence. To give up Blimpkithness is impossible to put into words. The Colored Dots!

Colored Dots are hard to remove from any surface. Anyone who tries to do so will feel it pull back. Roll a Strength attribute check every time. A failure indicates that it has pulled the character's head into the wall. The hit does 1-2 HP of damage.

Alignment: Chaotic Evil
Movement: 0
Armor Class: 9
Hit Dice: 4 HP each
Attacks: See Description
Damage: See Description
Save: MU1
Morale: 12
XP: 10

Mozz

Green and visually almost identical to regular moss. The only thing that is visually different is that green flecks float out of the Mozz and into the air. It must be watched closely to see it. Mozz is created by the Blimpkiths. They eat Floater parts and on their bodies it grows. It's their means of ridding their homes of undesirables. Monster, elf they must be turned to Floaters!

The Mozz if touched by a character requires a saving throw. Failure means that the character becomes a Floater(see above). This happens instantly.

Mozz can only be damaged by fire, cold, acid or any damaging magical spell. Physically attacking it doesn't do much of anything, the stuff may bend to the blow but it will not break. Blimpkith seem to be the only ones that can pull fist fulls out of the stuff.

Mozz will not last long without the Blimpkith's care. 8 hours after they lose control of some Mozz it shrinks away. Right before everyone's eyes its size is cut in half every round. It keeps on happening until it appears to be gone, which is when it is gone.

Mozz has 4 HP no matter what. A big mass will have 4 HP per 10' cube. So a 50' cube would have 5 chunks with 4 HP each that individually need to be destroyed.

Each 4 HP chunk destroyed would reduce it further. Smaller individual sized masses also have 4 HP. A 10' square with 5 1' mounts of Mozz would need 5 individual kills. Small bowls or balls like the Blimpkith carry around also have 4 HP. Mozz can be combined into bigger entities and the HP rules still apply.

Alignment: Chaotic Evil
Movement: Float 150'(50')
Armor Class: 9(See Description)
Hit Dice: 4 HP per 10' cube
Attacks: See Description
Damage: See Description
Save: MU1
Morale: 12
XP: 10

Blimpkith

Appear as very very fat leprechauns. Like balloons with arms, legs, and a head attached. They dress in red looking pajamas with blue buttons. They wear pointy hats and shoes that have points on the toes, yellow in color. These little people(2' tall) have lost their ability to walk on the ground and float in the air.

Blimpkith attack with bow and special arrows. The arrows lack sharp arrow heads and are instead suction cups. Anything they hit with an arrow has one stuck on them. Roll a d6 to determine what arrow color has been used:

1-2 Blue
3-4 Red
5-6 Yellow

See the Colored Dots creature for what the arrows do and how the Blimpkith become Colored Dots. The arrows are easy to remove but a character can at most remove one a round. This does not interfere with their attacks, spells or movement. If anyone else but a Blimpkith tries to use their weapons they act like they are made of rubber, completely useless. In fact they may be made of rubber but in the hands of a Blimpkith they are potent tools.

When Colored Dots are absent the Blimpkith can still access their power. The Blimpkith selects a colored arrow and shoots it. If he hits a d4 is rolled. This is the number of rounds the Blimpkith cannot use another arrow. The target must make a saving throw or be affected for the same number of rounds as the d4 roll. Arrows never seem to run out as long as they have a Blimpkith bow in their hands.

Blimpkith also attack by throwing Mozz. They need to be in hand to hand range to do this. The Mozz does not effect the Blimpkith. Anyone splattered with the Mozz suffers its affects(see Mozz). Blimpkith do not engage with the Mozz unless a foe is under the influence of a Colored Dot. It's too dangerous. They need to know that their foe is occupied with a non-violent

activity.

Blimpkith can in a emergency grow Mozz on its body. It must make a saving throw or die instantly. Regardless of what he does a ball of Mozz appears in its hands. This can be used the next round to throw at a target. Bowls and balls of Mozz have enough stuff in it for them to throw it 10 times. Then they need a refill or make a new ball.

Blimpkith if killed by a penetrating force such as a sword blow will deflate and fly wildly in the air. As the life goes out of them their torsos shrink until they lay on the ground. All that's left is a deflated balloon with a hole in it and small arms, legs and a head. Other means of death, such as the Blimpkith Boomer, leave their balloon shape untouched.

Blimpkith when cornered and defenseless, no weapons, become very small. The Blimpkith shrinks at a fantastic rate and eventually it becomes impossible to see anymore. Gone apparently for they do not regain their size when the adventurers are near.

People who have witnessed Blimpkith escaping this way report that they see them peeking at them from corners, over tables, out of salad bowls and even their own beds. Maybe they've sneaked into their person's head?

Alignment: Chaotic Evil
Movement: Float 150'(50')
Armor Class: 6
Hit Dice: 1d4 HP + 1
Attacks: See Description
Damage: See Description
Save: MU1
Morale: 8
XP: 15

Devices

Blimpkith Boomers

The Orcs figured out a way to get rid of the Blimpkith. They took a dead Blimpkith and attached a nozzle to the mouth and a balloon in the buttocks area. When the balloon is squeezed a gas shoots out of the nozzle which smells like very bad breath. Any Blimpkith within 20' is killed. This includes Mozz, Blimpkith and Colored Dots. Each death causes the Boomer to shake and make a booming noise as if it has exploded. With every death the face looks angrier and angrier, as if it still has a spirit in it. The noise does not attract Random Encounters, it scares the Blimpkith.

One of these can hold 10 charges at most. Sadly, for the Orcs, even with these at their disposal they still got overran by the Blimpkith. When they run out of charges the Blimpkith part of the device deflates.

Inside The Caves

The Blimpkith have enchanted the caves. Occupied areas have miniature versions of the moon floating around that provide ample light. These are insubstantial. Other areas are low light illuminated by something that glitters on the floor. Some dust covers everything.

The dust if taken away from the Blimpkith will keep on glittering but will attract the attention of the Blimpkith. They may appear when the party least expects it to gather it up and maybe take some of the parties loot with them.

The caves and tunnels are basically 10' high. Floors can be rock and the ceilings can have a dirt layer. Orc caves in the process of becoming a Blimpkith paradise. Orc smells can still be encountered here and there.

Anytime the party is in a tunnel they will run into at least one floating Elf or Orc. Maybe every 30' - 50' there will be one. Just floating down the passageway. One removed will be replaced by another. They should run into a Floater often. A journey down a tunnel should mean that it's time to run into a Floater.

The Blimpkith got a whole bunch of Floaters when they took over the caves. They haven't had time to round them all up so they float around the cave freely. 75% of them will be

Orcs, the rest Elves. Half of the Orcs will have parts harvested from them and will be dead. The Elves will have chew marks but still be alive.

If the party inspects the bodies as they go along they will find when the Labyrinth Lord wills it:

1. A wand that fizzles when used. An Elf Floater will have it in her hand. It actually is a Wand Of Fire Balls with 7 charges left. To make it work a 7th level or higher Magic User must tune it. Something doesn't sound right in it. If put up to the ear it sounds like someone is shouting "Put it out!".
2. A Bag Of Devouring. It will be tied over an Orc Floaters head. When the Orc is touched the rest of it sinks into the bag and is gone. The bag falls to the ground.
3. An Elf Floater will have Bracers Of Armor, AC 5 on him. They will look like snakes with a shield in the mouth. Anyone who starts to take them will find themselves struggling with a resisting Floater! The arms pull away and the character will need to make a Strength attribute check to get them off. Only one chance per character.

When everyone has had their chance and failed or the Labyrinth Lord thinks they've had enough chances, the Floater starts to spin crazily and goes zooming away down a tunnel. Those that try to follow it will quickly be ambushed by a Blimpkith random encounter.

Random Encounters

Roll every 2 turns. A 1-2 on a d6 indicates an encounter. 4-8 Blimpkith will appear. Actually double that amount. Half of them will turn themselves into Colored Dots. The ones that don't do this will wait until they have changed to start using their arrows. Every 3 rounds there is a 1 in 4 chance that a Blimpkith will appear with a bowl of Mozz to toss at characters under the influence of the arrows.

Blimpkith

(AL CE, MV Float 150'(50'),
AC 6, HD 1d4 HP + 1, AT 1,
DG Arrows(See Description),
SV MU1, MR 8, XP 15)

HP: 3 each or roll them up

Colored Dots

(AL CE, MV 0,
AC 9, HD 4 HP each, AT 1,

DG See Description,
SV MU1, MR 12, XP 10)

Once, after 3 encounters, the party will encounter a 1st level Half-Orc Assassin. It is scouting out the caves for another Orc Tribe. What happened to their cousins? If Gluuber is with them he will want to join the party and aid them. If not he will try to figure out if they are leading the Blimpkiths or are another group like him, investigators. If he can determine that they are investigators he will offer his services. His name is "Plingga". He will stay with the party until Blithnurt is slain or he thinks their leaving the caves. He does not bid them fond farewell and tries to take as much of the loot they found in the caves with him.

Plingga

(AL CE, MV 120'(40'),
AC 7(Leather), HD 2, AT 1,
DG 1d6 Short sword,
SV A2, MR 10, XP 10)

HP: 10

1 Start

Moss covers the walls in this area. If looked under the party will find large bugs crawling under the moss. Some will jump on the nearest character and crawl under their clothing. The character will have to undress completely to get rid of the bugs.

On one of the walls, scratched out, is written "Orc Home". An odd looking arrow is sitting on the ground underneath it. It has a suction cup arrow head and seems to be made of rubber.

One of the moss patches close to the entrance has something scratched in it. An Orc has written a warning in it to other Orcs: "Beware the weird moss, makes you become a floater...". As soon as a character starts looking at the moss he will find this.

2 Mozz Patches

The floor is covered with Mozz patches like the moss in the Start area. These can be avoided. If stepped on or if any pressure is applied to it a green spore gas explodes out. Anyone within 10' will be affected as if they have touched Mozz directly.

With normal movement one does not need to worry about walking

on one. But if anyone runs through the area they will accidentally step on one of the patches. The Labyrinth Lord decides when and where. Each 10' square has 3 patches. Only 50% of each 10' square is free of the Mozz.

Mozz

(AL CE, MV 0,
AC 9, HD 4 HP each, AT None,
DG None,
SV MU1, MR 12, XP 10)

3 Orc Floaters

Floating in the air are the bodies of 12 dead Orcs that have been Mozzed, Floaters. They are missing body parts, having been used as food for the Blimpkith. If the party searches them they will find 108 GP on them. Floating, in one of the areas marked on the map, with them is a Blimpkith Boomer with 2 charges left.

4 Gluuber's Head

The Orc chieften's head hangs from a big mass of Mozz on the ceiling. The whole ceiling is covered. It is still somehow functioning. "Blimp buggers took my Orcos from me. Took my butt, legs and belly too. Now they stuff me with their Mozz and I get greener everyday. Kill Blithnurt for me and I'll forget your here.". Then it goes back to sleep. Mumbles "Kill

Blithnurt for me..." off and on. If the party talks to it the head will talk to them in a half awake mumble.

Gluuber will be willing to explain to the party what the Blimpkith Boomers are. He can't remember how to build them. There might be more hidden around the caves. Someone stole the one he had, he couldn't find it and then suddenly he fell asleep. Woke up here hanging upside down. If the party can find his body he will fight alongside them. Do they have any idea how to reattach his head? He can still smell one of his Orcs, called Gazz, is in the caves some place. Might be a Half-Orc he hasn't smelled before running around.

Gluuber's head has 4 HP and an AC of 9. If destroyed he yells "Orcs hate you ever more!" and then is pulled into the larger Mozz mass. When Glubber is killed the Mozz overhead starts to fall from the ceiling. One character a round will be targeted by it. Roll as a 1 HD monster.

If the party leaves in peace Gluuber will yell at them "I'm Gluuber's head! Find Gluuber's body and bring it here!". The character's necks will get tighter for a few moments. What if the Blimpkith put their heads up their with Gluubers?

of this area. 10 Blimpkith are tending to them. Poking and tickling them, having a party. They will not be too pleased that the party has ruined their party. "Poopers get the arrows, Blimpkith booger beans!" one of them yells and the arrows starts to fly.

If half of the party is incapacitated a couple of the Blimpkith will leave and return in 5 rounds with bowls of Mozz. They float to any incapacitated character and throw Mozz on them.

Blimpkith
(AL CE, MV Float 150'(50'),
AC 6, HD 1d4 HP + 1, AT 1,
DG Arrows(See Description),
SV MU1, MR 8, XP 15)

HP: 2, 3, 2, 5, 4
3, 4, 4, 2, 3

Colored Dots
(AL CE, MV 0,
AC 9, HD 4 HP each, AT 1,
DG See Description,
SV MU1, MR 12, XP 10)

5 Colored Dots And Blimpkith

There are 10 circles each of the different Colored Dots on the surfaces

6 Mozz Cave

5 ceiling high 10'(1 10' cube each) diameter piles of Mozz are on the floor here. Blimpkith are filling the cave up with Mozz.

Mozz
(AL CE, MV 0,
AC 9, HD 4 HP each, AT None,
DG None,
SV MU1, MR 12, XP 10)

7 Orc Trap 1

A broken used up Blimpkith Boomer lays on the ground here. If touched a net falls on the party. All of them are stuck in it like the Web spell. It takes 3-6 rounds for the party to untangle themselves. When sprung an Orc yell is let loose. There is a 50% chance for each round in the net that a Blimpkith Random Encounter will occur. If the party does not try to get loose then they will be stuck.

8 Blimpkith To Colored Dots

There are 30 Blimpkith floating in the area. Once the party arrives all of them go through the process of turning themselves into Colored Dots. One round after the party has arrived their will be 10 of each of the Colored Dots on the area's surfaces. The Blimpkith will be no more.

If the party was quiet then nothing else will happen. But if they attacked immediately 10 Blimpkith come floating into the area and begin attacking the party 2 rounds after they have entered it. At the 10 round point 4 new Blimpkith come floating in with bowls of Mozz in their hands. They wait for a character to become incapacitated and converge on him with the Mozz.

Blimpkith
(AL CE, MV Float 150'(50'),
AC 6, HD 1d4 HP + 1, AT 1,
DG Arrows(See Description),
SV MU1, MR 8, XP 15)

HP: 3, 2, 2, 3, 5
3, 3, 4, 2, 5

Colored Dots
(AL CE, MV 0,
AC 9, HD 4 HP each, AT 1,
DG See Description,
SV MU1, MR 12, XP 10)

9 Bored Chef

A Blimpkith with a chef's hat on is looking through some recipe books. He is grumbling about only having a couple of recipes that use Orc or Elf. There are plenty for humans but those are hard to find.

On top of a gigantic stove next to him are a couple of big pans. An Orc and a Elf are frying in one each. The stove is 20'x10' and 10' high. A perfect size for frying people. The pans are big enough to hold one human sized person each. There are 4 of them on the stove. The stove is burning Orc junk. Any smoke coming out of it seems to disappear a foot above the stove. A stack of plates next to stove reach the ceiling. A pale of 2 pronged small forks is next to these. A big sharp looking knife floats over the stove. When its time to cut some Orc or Elf the knife does the work for the chef. The knife can be used as a short sword but suffers -2 to damage when used against metal armor.

The Blimpkith offers the party some Orc or Elf, whichever they desire. He seems so pleased. If they refuse he still gets them a plate with fresh Elf on it and a fork.

When the Elf or Orc he is cooking is ingested by the party they become Floaters in 5 rounds. Allow the normal save at the 5 round point. The Chef has sprinkled the Orc and

Elf with Mozz flakes. Still potent enough to turn someone into a Floater.

If attacked the Chef heads for the Blimpkith Feasting area. At first though he opens the oven up and lets all the fire spread out in front of him. A fire line forms in front of him, from wall to wall, and then he escapes. This he accomplishes before anyone can do anything, initiative is won by the Chef. Anyone who passes through the fire takes 1d4 HP of damage. The fire lasts 2d4 rounds.

If the Chef makes it to the Blimpkith Feasting area they ignore him. When the party arrives he will be arguing with them. He leaves with the rest of them to get a bow. If that area has been cleared then the Chef tries to find a place to hide. When the party finds him again he will use the Blimpkith escape power. Too much trouble here.

Blimpkith Chef
(AL CE, MV Float 150'(50'),
AC 6, HD 1d4 HP + 1, AT 1,
DG Arrows(See Description),
SV MU1, MR 8, XP 15)

HP: 5

10 Mozz Beds

Round beds with pillows that have been entirely made out of Mozz are all over the place. On the walls, floor, ceiling... the surfaces have beds on them. There are 20 of them. No one is resting at this time.

A dead elf is underneath one. His legs stick out. If pulled out it is quickly revealed that he is a Floater. He has 20 GP on him and a magical long sword. It offers no bonus in combat but whoever is holding it cannot be surprised.

Mozz Beds
(AL CE, MV 0,
AC 9, HD 4 HP each, AT None,
DG None,
SV MU1, MR 12, XP 10)

11 Blimpkith Feasting

A 15' diameter table hangs suspended from the ceiling(20' high) by green strings. Around it are 10 unarmed Blimpkith eating fried Orc parts. A large flesh colored pudding in the center has been made from elves. Their ears are stuck in it and Blimpkith use these to dip into the pudding.

As they eat fresh Mozz falls from the feasting Blimpkith. It seems to grow on their bodies and come lose when enough of it has amassed. A red, blue and yellow picnic cloth that

is twice as large as the table collects the Mozz. If attacked the Blimpkith will flee the area and fetch their bows and arrows. These are in the Blimpkith Bow Keeper area.

Unarmed Blimpkith
(AL CE, MV Float 150'(50'),
AC 6, HD 1d4 HP + 1, AT 1,
DG Arrows(See Description),
SV MU1, MR 8, XP 15)

HP: 4, 2, 5, 3, 4
3, 5, 4, 3, 4

12 Blimpkith Bow Keeper

A big fat Blimpkith floats in the area, the Blimpkith Bow Keeper. He has 30 arms sticking out of his belly. Each is holding a Blimpkith bow. When a Blimpkith arrives it throws a bow to the Blimpkith. When an arm is freed it sinks back in.

The Blimpkith Bow Keeper will immediately think it's outmatched by the party. All it does is keep track of the weapons. He starts twanging arrows down the hall to summon Gliggin. There is a 1 in 4 chance each round that his arrows will arouse Gliggin who comes running as fast as he can. See the Gliggin area for details. The Blimpkith will shoot arrows til it dies, Gliggin will come to its rescue any second. When Gliggin arrives the Blimpkith Bow Keeper floats to the Gliggin area for safety. If

cornered there it will use the Blimpkith escape ability. Gliggin will charge the party as detailed in the Gliggin area.

Blimpkith Bow Keeper
(AL CE, MV Float 150'(50'),
AC 7, HD 2, AT 0,
DG None,
SV F2, MR 6, XP 20)

HP: 12

13 Gliggin

Gliggin is a very large turkey(6' tall). Its beak has been replaced with an iron replica. It is a very sharp beak. When it attacks it tries to bite with its beak. Any character hit takes 1d8 HP of damage. If 8 HP of damage is done the character must make a saving throw. If failure occurs the character is bit in half. Anytime the turkey kills someone by biting them in half it enters a frenzy state where it wins initiative for 3 rounds and gains +1 to hit.

When the party arrives it will be in the process of charging them. It wins initiative automatically and if it hits one of the characters everyone is knocked to their feet for the rest of the round. Things return to normal the next round. The hit does damage as normal.

When Gliggin reaches 11 HP or less it runs for the exit as fast as it

can. If the party does not chase it in 2 rounds it will come charging at them again. The effects will be the same as the start of the encounter. This behavior reoccurs at 7 and 3 HP.

When Gliggin is killed its beak will detach and shoot out to attack one last time. The target gets +5 to AC but the damage the beak does is the same, even if 8 HP of damage is done. One last chance to cut someone in half.

Gliggin

(AL CE, MV 150'(50'),
AC 7, HD 3, AT 1,
DG 1d8(See Above),
SV F3, MR 10, XP 60)

HP: 15

14 Blithnurt

A hot water pool fills the area, 1' deep. Sitting in it is a big, twice the normal size, naked Blimpkith. He is being scrubbed all over by some near naked elf ladies. Hanging overhead on the ceiling are his clothes. This is Blithnurt, the best floater the Blimpkith have, their leader. He seems none too pleased to see the party. "Some new heads for Gluuber to talk to it must me" he whispers to the elves. The party feels the ground disappear and the whole area becomes a 15' deep pool. Everyone is pulled to the center of the area. The elves submerge and cannot be seen, but others will take their place.

Blithnurt starts floating in the water towards a random character. He moves the same rate in the water as the air. When he gets 10' away a couple of new elf ladies appear and begin attacking a character. He does this to each of the characters. Whenever an elf lady has been destroyed he floats back and a new elf lady appears. The Elf ladies turn into bloody red water when killed. If enough are killed all the water will turn red. Maybe 10 kills will do it.

Only when Blithnurt is killed do the elf ladies disappear and the water levels return to normal. While he is moving around he yells at the party "Time to get cleaned up! Dirty people have no right to stink up Blimpkith

business. Wash em up good ladies!". Blithnurt tries to avoid hand to hand. He relies on his water elves and the magic in the room to take care of the party. He does not use the shrink escape of the Blimpkith.

The elf ladies attack each character. If both hit in the same round the character must make a Constitution or Strength attribute check. If the character fails he drowns in the water. The elves play with the body as the rest of them try to drown the party.

Escaping the room while Blithnurt is alive is difficult. Anyone who swims out to a tunnel will find themselves pulled by the water to the center of the area. To escape one must not be in contact with the water. Flying over it will work.

If the party inspects Blithnurt's clothes they will find a few items: 3 uses of Dust Of Disappearance inside of a pirate doll(head unscrews), a Necklace Of Adaptation and an Eversmoking Bottle.

When Blithnurt is destroyed his death will be felt throughout the rest of the caves. The Blimpkith won't be the same and will attack the party at -1 to hit. This includes the Colored Dots. Most of them will be sobbing whenever the party runs into them again.

Every year on the anniversary of his death the party will hear a cackle and someone telling them that it will soon be time to get cleaned up again. His ladies are waiting for them. Water

will seem scary for awhile and so will women...

Water Lady Elves
(AL CE, MV Swim 120'(40'),
AC 9, HD 1, AT 1,
DG See Above
SV MU1, MR 12, XP 5)

HP: 2 each

Blithnurt
(AL CE, MV Swim/Float
150'(50'),
AC 5, HD 3, AT See Above,
DG See Above,
SV MU3, MR 12, XP 60)

HP: 14

15 Demozzer

Something weird happened. The Blimpkith put their original Mozz stores here. When they returned a day later the stuff had turned white and gooey. The smell was that of dead Blimpkith. Did the Orcs do this to it? The whole floor is one big layer of this melted marshmallow substance. Any Floaters that are brought in here will instantly be restored to normal.

While the party is in here the Labyrinth Lord may have an Elf Floater come in here and become normal again. "It's a miracle! I could see the white stuff reaching into me

and making me a elf again!" he says. Then he decides to get out of the place and runs off.

16 Orc Trap 2

The Orcs have set up a trap here that hasn't been sprung by the Blimpkith. Characters that are moving through the area and aren't paying attention will spring it. A little string runs across the ground. All it takes is the touch of a foot and it goes off. Hidden up above is a Blimpkith Boomer. It has 4 charges left. When the trap is sprung it lets loose one of its charges. The party smells the bad breath and then it falls on the party.

17 Blithnurt's Treasure

A big green tree has been cut and placed in here. It has sprouted new roots into a patch of Mozz. The tree fills a 10' square and the Mozz only is under it. Hanging from its limbs are the Colored Dots. Underneath the tree are 11 turkeys that appear to be cooking from the heat of the Mozz. Each is on a silver or gold platter. The silver platter, which there are 5, are each worth 20 GP. The gold platters, which there are 6, are worth 50 GP each. A character must not touch the Mozz or suffer the consequences. The platters can be retrieved by grabbing a turkey and pulling it out or use a weapon to push it out from under the tree.

When a turkey is removed from a platter it becomes animated. It runs off at a rate of 50' a round. Before they leave the area the party has a chance to destroy them, 2 rounds. Each turkey has 1 HP and an AC of 9. Tell the party that they sense something bad is happening as they head for an exit.

The turkeys mutate as they run away. In 10 rounds the turkey begins searching for the party and can be substituted as a random encounter. The turkey will come bumbling down a tunnel, 7' tall. The Labyrinth Lord should consider making it a mob of Bigger Turkeys if more than one escapes.

Once the party has gathered the platters and if Blithnurt hasn't been destroyed his voice will be heard bellowing through the caves: "Bring me my turkeys!". A round later 11 Blithkith appear to take him his turkeys. They will be most upset if they see the party has them. They attack with their arrows and the Colored Dots on the tree function as normal. There are 7 of the different Colored Dots on the tree.

Blimpkith

(AL CE, MV Float 150'(50'),
AC 6, HD 1d4 HP + 1, AT 1,
DG Arrows(See Description),
SV MU1, MR 8, XP 15)

HP: 4, 5, 2, 2, 4
3, 2, 3, 2, 3,
3

Colored Dots

(AL CE, MV 0,
AC 9, HD 4 HP each, AT 1,
DG See Description,
SV MU1, MR 12, XP 10)

Mozz

(AL CE, MV 0,
AC 9, HD 4 HP each, AT None,
DG None,
SV MU1, MR 12, XP 10)

Bigger Turkey
(AL CE, MV 120'(40'),
AC 9, HD 2, AT 1,
DG Club 1d6,
SV F1, MR 12, XP 20)

HP: 10 each

18 Blimpkith Boomer Here!

7 dead Blimpkith are floating around in the area. An 8th is resting on the ground. Upon inspection it reveals that it is a Blimpkith Boomer with 10 charges left!

19 Gluuber's Body: The Chicken Man

A couple of unarmed Blimpkith are playing with the headless body of an Orc. They have made a chicken's head as big as an Orc's head and are trying to attach it. The body spasms and they laugh and giggle. The chicken head cackles and spits.

As the party gets beyond the entrance the body stands up. The Blimpkith laugh and notices the party. They start handing the Chicken Man eggs which he uses to throw at the party.

The eggs are big and white. When they hit a character they break and let out a very cold yolk substance. The cold does 1d8 HP of damage.

The Chicken Man will use its beak if engaged in hand to hand which does 1d4 HP per hit.

The Blimpkith will each produce a new egg each round while the Chicken Man is still active. The eggs they put in one pile for the Chicken Man to use. The eggs magically appear in their hands. If directly confronted or if the Chicken Man is destroyed they head for the exit. If they escape and the party does not get out of the area in 10 rounds an Blimpkith random encounter occurs.

When the Chicken Man is destroyed it falls to the ground. Every round it shrieks "I'm Gluuber's body! Take me to Gluuber's head!". If carried to Gluuber's Head area the body will reach up and grab the head. It will mount Gluuber's Head on top of the Chicken Man's head and Gluuber will be a whole Orc again. The only difference is that his head is on top of a big chicken head!

Chicken Head Gluuber

(AL CE, MV 120'(40'),
AC 7, HD 2, AT 1,
DG See Above,
SV F2, MR 12, XP 20)

HP: 10

Blimpkith
(AL CE, MV Float 150'(50'),
AC 6, HD 1d4 HP + 1, AT 1,
DG Arrows(See Description),
SV MU1, MR 8, XP 15)

HP: 5, 5

Restored Gluuber
(AL CE, MV 120'(40'),
AC 7, HD 3, AT 1,
DG 1d8,
SV F3, MR 10, XP 40)

HP: 15

20 Gazz

A sneaky Orc is working on a big version of the Blimpkith Boomer here. He is hidden behind a big pile of dirt that is 7' high. It bisects the room, going from wall to wall. On a table he has wired together 5 Blimpkith. He almost has it working. When it starts up all of the caves will be eradicated of the Blimpkith, Mozz and Colored Dots. The Orc's name is Gazz.

Gazz won't be able to make the thing work. If Gluuber is with the party he will tell him what he thinks is wrong. "There is a turkey here with a metal beak. If you can get the beak I may be able to make it work.". Gluuber will want to look for this, there are too many Blimpkith to fight. Gazz

will stay here and continue working on it.

Gazz will tell the party that he saw some Blimpkith trying to put a chicken head on an Orc's body. It must be Gluuber's body. Maybe if they get it and take it to Gluuber they can put his head back on him.

If brought the metal beak of Glibbin he will attach it to one of the Blimpkith. "Let's try this thing out!" he says and activates it. The thing works and gas from it shoots out of the thing. In the process it explodes killing Gazz and causing Gluuber, if here, to die as well.

The caves will seem deserted but when the party reaches the Start area they will see all the Blimpkith(a much large group than the party would have guessed, maybe 400-500) waiting outside for the gas to dissipate.

The party if they venture out to fight them will be captured in a round. The Blimpkith will likely eat them. If they retreat back into the caves the Blimpkith will return in a turn. The gas only lasts so long.

Gazz
(AL CE, MV 120'(40'),
AC 4, HD 2, AT 1,
DG 1d6,
SV F2, MR 12, XP 15)

HP: 10

Map

1 square = 10'

