

A CASTLE IN THE CLOUDS

AN OSRIC 1ST EDITION ADVENTURE



By Joseph A. Mohr

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FOR 5-7 CHARACTERS OF 5TH TO 7TH LEVEL

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Joseph A. Mohr

CREDITS

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GAME MASTER NOTES

This adventure is written for intended use as a short 3-4 hour adventure. I wrote this for use in convention gaming. But the scenario should be fine for characters of similar levels. My game had 5-7 characters with approximately 50000 experience points. That put them all squarely within the 5th to 7th level range. One advantage that the pre rolled characters had is that the party had a gnome and a dwarf. These races have the ability to spot certain things that other characters might not. This might come in handy at certain spots in this adventure.

The players should be allowed to pick their spells before the adventure either from their spell book (for magic users) or their available spells for the clerics. There is no available magic for sale in town. They can buy normal items in town for players handbook prices. The players will be provided extended duration **potions of flying** in order that they might reach the castle in the clouds and put a stop to the menace that it represents. This flying potion, however, lasts only about twelve hours. This fact limits the characters in that they will not be able to rest between forays into the castle. So the party cannot really regain spells or hit points during this module. As a result the characters might want to avoid unnecessary combat in order to get to the main encounter with as many hit points and spells and magic as they possibly can.

The scenario is this. A dark cloud has appeared over the town of Freeport in Zanzia. Freeport is a small town on the coast of Zanzia. It usually is a busy port town but this menacing cloud seems to have just

stopped above Freeport and does not seem to move. It blocks out the sun and scares the locals. But this is the least of the problems. Griffins and other flying creatures suddenly are raiding Freeport daily. Clearly they must be coming from somewhere on this cloud because they have never been a problem here before. Now they are a constant nuisance.

Someone needs to investigate and put a stop to this problem. Somehow this cloud needs to be set in motion again so that Freeport can be free of it.

What the players do not know, yet, is that this cloud has a castle sitting upon it. This castle is owned by a cloud giant. He has a stable of griffins and other flying creatures. They raid for him and bring him food and treasures. He has a machine which gives his cloud castle the ability to float in the sky. Right now there is a problem in with the gear mechanisms that drive the machine. There is a rock stuck in the gears and the giants have not been able to find and repair the problem. Should the rock be found and removed the cloud will return to motion.

The cloud giant is an evil giant. He will not appreciate visitors to his castle. Nor will his minions. He will, however, appreciate the repair to the engines should he learn of it and might be willing to reward the players or at least allow them to leave alive.

This scenario is obviously set in my campaign world in the land of Zanzia. Zanzia is a kingdom with hostile neighbors on sides and a coast line frequently raided by pirates. Freeport is a port city on that wild

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coastline. You do not have to play this in Zanzia. This game could fit wherever you have a city or town in your campaign world.

CONDITIONS FOR SUCCESS

To succeed the party must merely get the cloud moving again. This means getting rid of the rock that jams the gears and then going to the control room and getting the engine started. All of the towers can be avoided. These towers just give chances to reduce the hit points and strength of the party. They are not required encounters and can be avoided. Similarly the players need not fight the prince or his seer unless they choose to do so.

BACKGROUND **INFORMATION** **FOR PLAYERS**

Your reputation as adventurers has brought you a summons to the town of Freeport. Freeport is a small town on the coast of Zanzia. It is a bustling place of seafarers, pirates and smugglers. The town is usually an important center of commerce for Zanzia but lately there has been a problem here. A dark cloud has moved over the city. And stopped. It just sits there. It floats over the city but does not move. It blocks out the sun. And the locals are scared of it.

That is not the only problem.

Since the cloud has arrived there have been daily and nightly raids from airborne creatures such as griffins. These creatures have never been a problem here before. As far as anyone knows no such creatures have lairs for many miles from Freeport. It is believed that these creatures are flying down from some home base on this dark cloud.

Baron von Gruba has summoned you to the town because he has heard of your exploits and wants to offer you a commission to solve this mystery and put an end to the menace. He will provide you with the means to fly up to this cloud and investigate. He has several extended duration flying potions which will allow you twelve hours of flight time. This should be ample time to fly to the cloud and look around and fix whatever is causing this

cloud to hover over the town.

For performing this service to him he is offering you Five Thousand Gold Zanzars.

You may rest tonight and memorize whatever spells that you might need for this mission. There are shops in town where you can purchase any normal goods, weapons and armor that you might need. Magical items are rare in Zanzia. You are extremely unlikely to find any for sale in any shop.

A CASTLE IN THE SKY

RANDOM ENCOUNTERS (on the cloud or in the sky) (1 in 6). Roll every two hours

1. **Griffins (2)** : AC 3; MV 12"/30"; HD 7; HP 25 each; #At 3; Dmg 1-4/1-4/2-16; AL N.

2. **Manticores (2)**: AC 4; MV 12"/18"; HD 6+3; HP 28 each; #At 3; Dmg 1-3/1-3/1-8; SA 6 tail spikes can be fired as a volley doing 1-6 damage each, can be fired up to four times; AL LE

RANDOM ENCOUNTERS (In the castle) (1 in 6). Roll every two hours.

1. **Cloud Giant Guard (1)**: AC 2; MV 15"; HD 12+2; HP 40; #At 1; Dmg 6-36; SA hurl rocks for 2-24; SD surprised only on 1; AL NE

2. **Air Elemental (1)**: AC 2; MV 36"; HD 8; HP 30; #At 1; Dmg 2-20; SA Whirlwind; SD +2 weapon to hit; AL N

KEY TO THE CASTLE IN THE SKY

When the players actually land on the cloud roll a random encounter. If they choose to land within the castle itself roll a random encounter for inside of the castle.

The probability is high that they will be seen landing within the castle and the chance will be 1 in 4 out of 6.

GM NOTE

All doors in the castle are giant sized. They are very tall and very heavy. A human would need an 18 Str to open one alone. But two humans pushing could open any of the single doors. The double doors to the main keep will require two 18 Str characters to open or three with combined strength of 36.

The cloud is mysterious. One can walk upon it. It seems to have a solid surface although it is impossible to see any ground. Cloudy mist seems to float up from this "ground" so as to prevent anyone from actually seeing one's own feet. Ahead is a majestic looking palace. It seems to sit upon this cloud and rise high up into the sky above. How this is possible is unknown.

There is a drawbridge ahead and it is lowered. No one seems to be waiting there to challenge visitors to the castle.

GROUND LEVEL OF THE CASTLE

1. Drawbridge

The drawbridge is made of the finest wood. It is a very large drawbridge. It is far bigger than any drawbridge for a castle you have ever seen before down below. There are two very large towers overlooking this drawbridge. The towers and walls of this

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castle are dark and forbidding. The towers are extremely tall. Whatever or whoever might be in them has called out no challenge to anyone. One cannot see anyone in them from the ground level.

What is below the drawbridge is difficult to see. The cloudy mist seems to cover up whatever the drawbridge might be extending out over.

The gates to this castle seem to be wide open for the party to enter. It is almost as if they are expected here. No one is present to interfere with anyone entering the castle.

2. Towers

Each of these towers stand tall looking down below at the drawbridge and anyone approaching from the north west of the castle. These towers look to be far too big for normal humans to use them. Whatever or whoever is inside of them they do not appear to be interested in the party because no one challenges at all when they approach.

Many of these towers are either unoccupied or contain a sleeping or disinterested cloud giant guard in them. There is only a 1 in 6 chance that the tower is even occupied at all. If it is the occupant will be a single cloud giant. If he does happen to notice the approach of the characters (1-3 out of 6) he will begin hurling rocks down at them from the roof of the tower.

Cloud Giant Guard (1): AC 2; MV 15"; HD 12+2; HP 40 each; #At 1; Dmg 6-36;

SA Hurl rocks for 2-24; SD surprised only on 1; AL NE

These giants will have no treasure on them.

3. Outer Bailey of the Castle

This is the outer bailey of the castle. It does not appear that anyone is interested in the party's arrival at all. No one waits for them here.

There are doors here to the two towers overlooking the drawbridge. There is a closed gate to the north that presumably leads to the inner bailey. It is overlooked by two more narrow towers but which are equally as tall as the others. There is a door to the east which appears to go to some kind of stable.

Random encounter chance here of 1 in 6.

4. Towers

These towers overlook the outer bailey. They stand very tall. Clearly they look to be a bit too large for normal humans and humanoids to be using. No one is visible from either the arrow slits or the parapet.

Many of these towers are either unoccupied or contain a sleeping or disinterested cloud giant guard in them. There is only a 1 in 6 chance that the tower is even occupied at all. If it is the occupant will be a single cloud giant. If he does happen to notice the approach of the characters (1-3 out of 6) he will begin hurling rocks down at them from the roof of the tower.

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Cloud Giant Guard (1): AC 2; MV 15"; HD 12+2; HP 40 each; #At 1; Dmg 6-36; SA Hurl rocks for 2-24; SD surprised only on 1; AL NE

These giants will have no treasure on them.

5. Towers

These towers are on the corners around the castle. They overlook the outer areas around the castle. They do not face inward. They each appear to be very tall and very large. They are far too big for normal humans and humanoids. No one is visible from the arrow slits or the parapets.

Many of these towers are either unoccupied or contain a sleeping or disinterested cloud giant guard in them. There is only a 1 in 6 chance that the tower is even occupied at all. If it is the occupant will be a single cloud giant. If he does happen to notice the approach of the characters (1-3 out of 6) he will begin hurling rocks down at them from the roof of the tower.

Cloud Giant Guard (1): AC 2; MV 15"; HD 12+2; HP 40 each; #At 1; Dmg 6-36; SA Hurl rocks for 2-24; SD surprised only on 1; AL NE

These giants will have no treasure on them.

6. Griffin Keeper Mordro/Inner Bailey

This area is the inner bailey of the castle. It also seems to be the residence of the stable master of this castle. There is a

very large wad of bedding on the ground here as well as an enormous table with giant sized mugs and plates sitting upon it. There is a chair sitting in front of it with a very hideous looking gigantic humanoid sitting upon it.

I say humanoid. Because the creature before the players only mildly resembles a human. He is a giant of some kind but he is grossly deformed. His legs are short for a giant but his feet are enormous. His face is misshapen. He has one eye slightly bigger than the other. His skin is wrinkled and grayish. His teeth are mostly missing. The ones that are present are nearly all black with decay.

He is displeased at the interruption of his meal and he stands. He is nearly 14 feet tall. As he rises he lifts up a gigantic sword that was resting upon the table.

There are two very large double doors here leading north as well as a set of stables to the west.

Fomorian Giant (1): AC 3; MV 9"; HD 13+3; HP: 50; #At 1; Dmg 1-8 x 2 +8 (two times long sword damage and +9 for Strength); SA surprise; SD surprised only on 1; AL NE

Hidden within the pile of bedding on the ground are 3 gems (500gp, 100 gp and 100 gp), A **potion of Giant Strength (Fire Giant +4 to hit +10 to damage)** and a **Potion of Speed.**

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6A. Stables

This area is for the stables for the castle. But the players find a disconcerting sight. The doors to each pen are open. And the creatures are roaming free here. There are three griffins here which seem to be eating some sort of humanoid which was freshly killed and dumped upon the ground here for their benefit.

As one they turn their heads towards the players as they arrive.



Griffins (3): AC 3; MV 12"/30"; HD 7; HP 28 each; # At 3; Dmg 1-4/1-4/2-16; AL N.

Close inspection of the stables will reveal three griffin eggs worth 2000 gold pieces each. Also hidden in the stables (under hay which the griffons are nesting in) is a **Potion of Explosions** (can be thrown for 6-36 area of effect damage. Blast radius is 10 feet. Anyone in that area gets a saving throw for one half damage).

7. Closed Doors/Foyer

These doors are very tall. The doors are made of very thick wood. Breaking it down would be nearly impossible. Clearly these doors are made for men much taller than humans.

Cloud Giant Guard (1): AC 2; MV 15"; HD 12+2; HP 40 each; #At 1; Dmg 6-36; SA Hurl rocks for 2-24; SD surprised only on 1; AL NE.

No treasure.

8. Stairs Leading Up

A Gigantic staircase at the end of the hallway leads up to another level. These stairs are red carpeted and seem to be made for someone far bigger than anyone in the party. There is a glass chandelier above the hallway and it seems to give off bright light from some unknown source. There does not appear to be anything burning within it. The area on the landing above also seems to be well lit.

The stairs are giant sized.

9. Chapel of Evil

This room seems to be a very large chapel. The party immediately feels the evil as they enter the area. There are several wooden pews here which appear to be way too large for normal sized humans to use. There is a black altar against the south west wall of the room. There does not appear to be anyone present at the moment.

The altar radiates both powerful magical energy and intense evil.

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There is a door leading south from here.

The altar is actually not magical but it is an altar to some evil cloud giant deity. The altar itself is trapped. Anyone touching it will cause hot oil to be dumped from vents in the ceiling onto anyone close to the altar (5 x 5' radius). Anyone close can roll a dexterity saving throw to jump out of the way of the oil (4D6 versus dexterity) or take 2-16 damage.

The trap could be detected and disarmed by the thief if he is looking.

Hidden inside the altar is a bone scroll tube with a **scroll of clerical spells inside of it (cure critical wounds, neutralize poison, cure serious wounds, flame strike).**

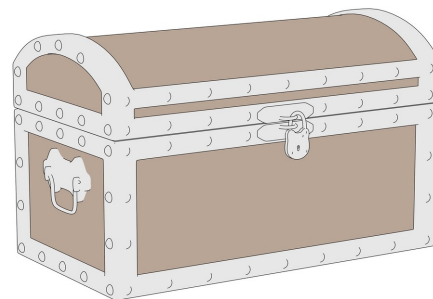
10. Priest Quarters

This room appears to be the residence of the priest of this evil chapel. The room has a fine bed which is way too

big for any normal sized human to use. There is a table and some chairs which are equally over sized. There is also a very large chest at the end of the bed and a large mirror on the north wall.

The priest does not appear to be home at the moment.

The chest is locked and trapped. If opened without disarming it the person trying to pick the lock will be nicked by a poison needle. The person will take poison damage of 10 points per round for 2-5 rounds or until dead unless neutralized or cured.



Inside the chest:

An Unholy Symbol made of Gold worth 1500 gold pieces. Touching it is vile to a cleric or paladin who will both insist upon destroying it immediately. Destroying the symbol will gain the party 1000 experience points for the good aligned characters involved.

5 Bullets of concussion (these are sling bullets that are +1 to hit and to damage

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but when they strike the target they make a very loud bang possibly stunning the target for 2-5 rounds unless they save versus petrification). **One potion of extra healing.**

Magic Mirror

If the players ask if the mirror radiates magic the answer is yes it does. The mirror asks the players a riddle if they approach it and look into the mirror. The vision in the mirror will be a fuzzy looking face that is indeterminable as to what it is.



Should the answer be incorrect then the mirror image will suddenly turn to that of a Medusa and the person answering will need to save versus petrification or be turned to stone.

See Player Handout A.

Correct Answer: Pearl

Wrong Answer: Answerer must save

versus petrification as the mirror shows a medusa face or be turned to stone.



Should the proper answer be given then the person answering will be completely healed of any damage and will notice a **bag of holding** materialize in their hands.

11. Wizard's Home

This room appears to be a residence for one of the inhabitants of this castle. There is a bed here, a table and some chairs. There is a locked chest. Paintings on the walls here are historical in nature and depict the great lich Malcon the Firebringer bringing chaos to ancient Zanzia. In one such painting the ancient mage is reading from a scroll and casting some spell against the armies of Zanzia. With his back to the painter the lich is destroying hundreds if not thousands of Zanzian soldiers.

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There is a door from here leading east.

A Dwarf would have a 50% chance of noticing that there is a falling block trap here.

Treasure Chest

It is locked and it is trapped. If the chest is opened without removing the trap the ceiling will drop a two ton block on the chest and anyone within a ten foot radius will need to make a dexterity save (4D6 versus dexterity) or suffer 4-40 damage from the ceiling block.



Inside the chest are 6 gems (100, 100, 500, 500, 500 and 1000), 433 gold pieces, **A robe of useful items** (See **Player Handout C**), and **a pair of boots of the elvenkind**.

The Painting

The painting is magical in nature. If someone asks the painting does give off a magical aura. The magical part of the

painting is the scroll that Malcon is reading from. Since the players are looking at the back of Malcon reading from a scroll then they can see the runes on the scroll that he is reading from. This makes that portion of the painting a scroll in itself which can be copied or cut out from the painting.

The scroll includes the following spells: Stone to Flesh, Cone of Cold, Ice Storm, Confusion, Passwall.

12. Wizard's Laboratory

This room appears to be a laboratory. There are vials of unmarked liquids, powders, and substances of all kinds. There are containers filled with body parts. There are strange books and tomes here about anatomy, biology, natural sciences and the like.



There are some handwritten notes here about experiments being performed by the wizard who owns this laboratory. What he is actually attempting to achieve is difficult to ascertain. His research seems to be all over the place. There are experiments he apparently has performed on captured prisoners that relate to dissection. Some experiments seem to be about clouds. Other experiments seem to be about propulsion of

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the cloud island.

On one table here is a spear that the Wizard apparently was working on. The Spear is a **+3 spear/+6 against giants**.

The liquids and powders in the lab are not marked and are not in any specific order. If mixed there are random possible results:

- | | |
|--------|--|
| 01-25 | Chance that it will form a valuable potion to be determined on the dmg guide potion table. There might be enough materials here to make up to 3 potions of this kind |
| 26-50 | Explosion. Anyone in area save versus magic or take 2-16 damage |
| 51-75 | Nothing at all. The potion fizzles and bubbles away. |
| 76-100 | Poison. Save versus poison or take 10 hp damage per round for 2-5 rounds |

13. Prisoner

This room seems to be a jail of some sort. There is a metal bar on the outside of this door that prevents whatever or whoever is inside of the room from escaping. There is no peephole or way to see what or who might be inside of the room.

Inside the room the players see a peculiar sight. There is a winged serpent here which seems to be flying within the

room. It has a greenish skin but white feathered wings. It has sharp fangs and a long slithering tongue. The creature does not immediately react to the players as they enter the room. He seems to be observing to see what they intend to do.



Couatl (1): AC 5; MV 6"/18"; HD 9; HP 35; # At 2; Dmg 1-3/2-8; SA poison, magic use; SD etherealness; AL LG. No treasure.

Cleric Spells: bless, cure light wounds, command, find traps, silence 15' radius, hold person, dispel magic, remove curse, cure serious wounds.

His bite is poisonous (save or die). His other attack is constriction for 2-8 damage per round once he achieves a hit and thereafter without a to hit roll.

If the players do not attack him and decide to talk to him they might enlist him

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as an ally. The giants are evil he will tell them and they need to be stopped. They are floating over and raiding towns all over Zanzia and other lands. He will agree to help the party as an ally if they ask him.

Should they enlist the Coult then hand them Player Handout C.

UPPER LEVEL OF THE CASTLE

1. Entrance to Upper Level

As the players enter the upper level they notice that the room is massive. It has doors leading west and east. To the north there is a stair case leading down where you came from. The ceiling here in the keep rises very high. Far higher than any normal sized humanoid would need.

Before them stands a very large Cloud Giant. He appears to be a priest and wears the armor and trappings of such. He carries an enormous mace and wears a strange glowing ring on one hand. He stands here alone and seems to have little fear of the adventurers.

Cloud Giant Priest (1): AC 0; MV 15"; HD 16+7; HP 65; #At 1; Dmg 2-24+11 (Mace +11 strength bonus); SA hurl rocks for 2-24, magic use; SD surprised only on 1; AL NE. Priest Spells: **Command, curse, cause fear, silence 15' radius, hold person.** Other magical abilities: **fog cloud 3x daily, levitation of 4000 pounds 3 x daily, wall of fog 1 x daily.**

The ring he wears is a **ring of battle**. The mace he carries is a **mace +2 giant slayer (double damage against true giants and +3 to hit against them)**. The ring will shrink to normal humanoid size once removed from the giant's hand.

2. The Machine/Engine

This particular room seems to be some sort of large machine. There are massive gears here and many levers. The gears seem to be attached by metal rods and shafts. Right now the machine does not appear to be running. There is a very large humanoid here working on the gears trying to fix something. He is smaller than a cloud giant but he is clearly a giant of some kind. He does not seem to notice the party as he is busy in his work. He could easily be surprised.

Verberg (1): AC 4; MV 18"; HD 5+5; HP 25; # At 2; Dmg 1-6 +6 (he uses a spear and gets +3 to hit and +6 to damage for strength); AL NE.



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This creature is the caretaker of the engine that moves the cloud castle along its way through the skies. Right now he is trying to repair the engine but has not ascertained what is wrong with it.

What is wrong with the engine is that there is a large rock stuck in the gears. If there is a gnome in the party he will see the problem immediately. Gnomes are typically familiar with tinkering and would likely see the reason for the gears sticking. He or she would be able to fix the problem immediately. But a gnome would not necessarily be able to climb inside the machine safely.

A thief, on the other hand, does have such skills to fix the machine. But with a climbing check and a disarm traps check he can remove the rock without injuring himself. If he fails the disarm check he will get his hand stuck in the gears and suffer 2-24 points of damage. In either event the rock will be removed and the castle “CAN” be set in motion again. There are levers here which will need to be pulled in order to set the cloud in motion. Pulling all of the levers down will cause this to occur.

The players can kill the verberg if they wish or they can let him live and question him. If they talk to him he will be cooperative. He merely seeks a way to fix the machine for his master.

3. Cloud Giant Prince and his Seer

This room appears to be a very large throne room of sorts. There is a huge throne here upon which sits the largest cloud giant seen so far. He is massive in size and wears

an enormous golden crown studded with massive gems.



Beside him stands a man in a red robe. He is clearly a wizard and both are looking directly at the players as they ascend the stairs. The throne is made of stone and looks far too big for any normal sized human to sit upon.



Gmurra Cloudstorm is a prince among cloud giants. He travels the sky unleashing his minions on the people below

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to raid and pillage and bring him more riches.

This is the end of the adventure.

Gmurra (Cloud Giant Prince): AC: 0; MV 15"; HD 16+7; HP 85; #At 1; Dmg 6-36; SA hurl rocks, magic use; SD surprised only on 1; AL NE. Gmurra is a 4th level magic user. Memorized spells: **magic missile, sleep, burning hands, web, mirror image.** Spell like abilities: **fog cloud 3x daily, wall of fog 1x daily, levitate 4000 pounds 3 x daily.**

Jinam Blastemup is the seer of the castle. His master gives him much latitude for research and experimentation which allows him great freedom. He is an 11th level magic user. He has AC: 3, HP: 25, **Bracers of Defense AC: 6**, DEX 17, quarter staff, neutral evil, spells memorized: **magic missile, shocking grasp, spider climb, sleep, scare, shatter, web, detect invisibility, lightning bolt, fireball, hold person, dispel magic, dimension door, ice storm, confusion, teleport, cone of cold, cloud kill.** He wears a **ring of feather falling.**

The crown of Gmurra is worth 10,000 gold pieces from its gold and gem value.

He wears a large ring which is not magical but is adorned with large gem stones and is worth 2500 gold pieces in value.

Hanging on the wall behind the throne is a large shield. It is a **shield +2.** Beside the shield hanging on the wall is a **two handed sword +2/+4 versus flying creatures.**

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PLAYER HANDOUT A

“My host thinks I am an irritation, a bother, a pain,

But he can’t evict me, So here I remain.

Then one day I’m taken and ranked among my peers.

Can you guess what I am? Then you might just call me dear.”

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PLAYER HANDOUT B

ROBE OF USEFUL ITEMS

This tattered and old looking robe has many patches on it. Each of these patches corresponds to an item that can be taken from the robe and used. Each patch can be detached and will become an item in this list within one round:

- 2 x 10' poles
- 2 x 50' ropes
- 2 x large sacks
- 2 x large mirror
- 2 x lantern (filled and prelit)
- 2 x dagger
- 1 x mule
- 1 x window 2' x 4'
- 1 x 10' pit
- 1 x 24' ladder
- 1 x rowboat 12' long with paddle
- 1 x potion of extra healing
- 1 x bag of 100 gold pieces

PLAYER HANDOUT C

COUTL

Coutl

AC:	5
Move:	6"/18"
HD:	9
HP:	35
No Attacks:	2
Damage:	1-3/2-8
Special Attacks:	poison, magic use, constriction
Special Defense:	can become ethereal at will
Magic Resistance:	none
Alignment:	lawful good

The bite of the Coutl does 1-3 damage. The victim must save versus poison or die within 2-5 rounds. The other attack of the Coutl is an attempt to constrict a victim. If it scores a hit then the target takes 2-8 damage that round and every other round after (no more to hit roll needed) unless the victim manages to break free.

Spells memorized: cure light wounds, bless, command, find traps, silence 15' radius, hold person, dispel magic, remove curse, cure serious wounds

NEW MAGIC ITEMS

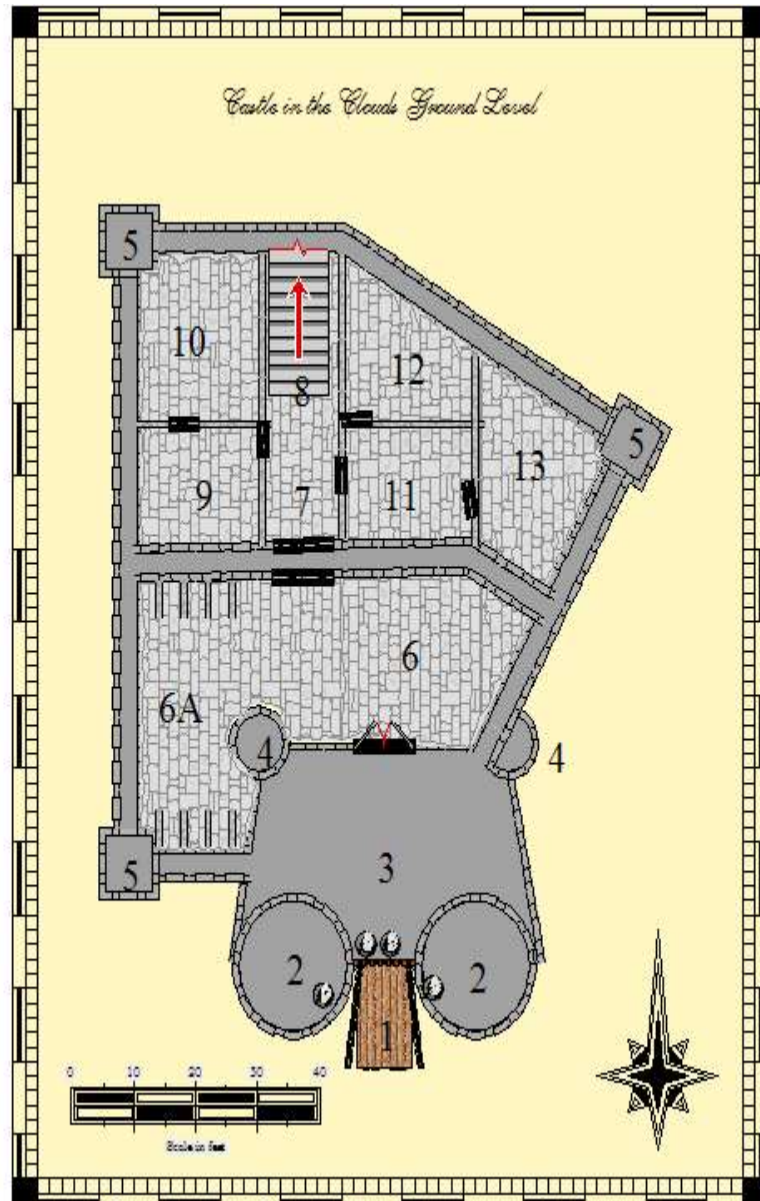
RING OF BATTLE

This ring is specifically made for fighters, paladins or rangers to aid them in combat. Only a fighter class of character can wear this ring. The ring adds +1 to the to hit roll and to the damage rolls of the warrior wearing it. Once per day the warrior wearing this ring may choose (if he declares in advance of his attack rolls) to go berzerk. Going berzerk allows the fighter double his normal attacks per round for 2-5 rounds determined at the point of declaration.

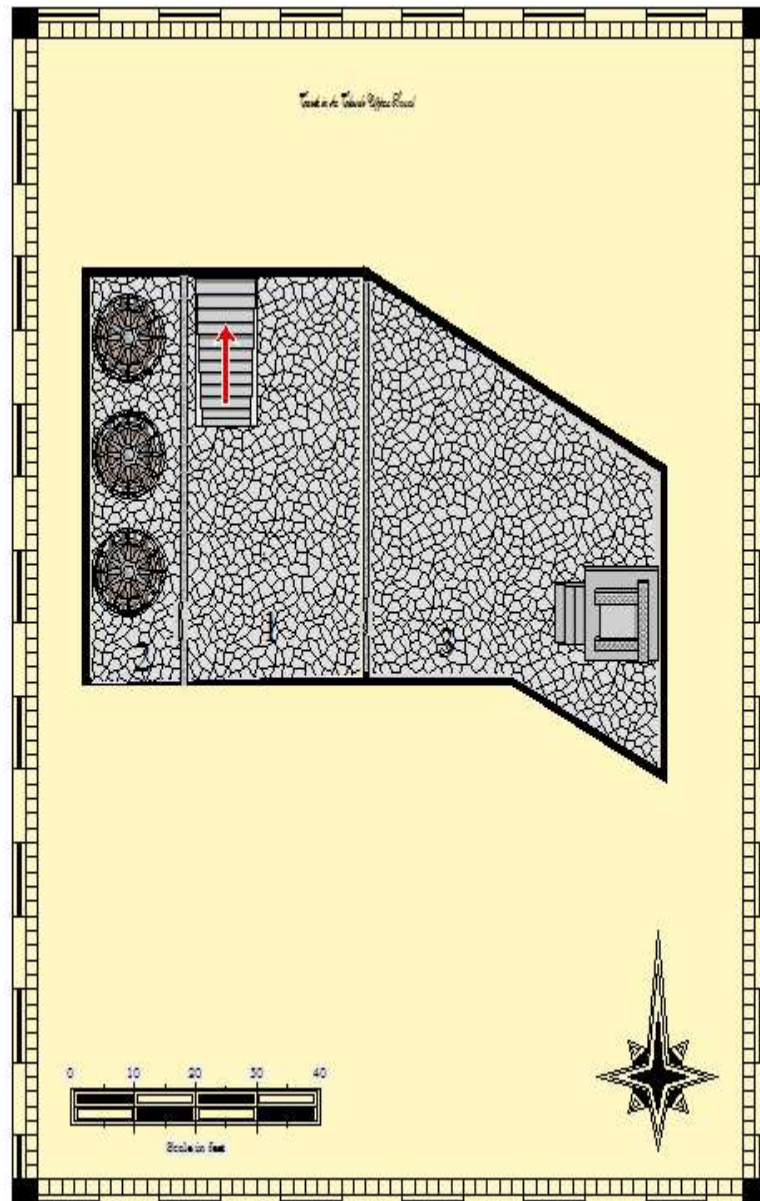
POTION OF EXPLOSIONS

This potion can be hurled as a missile weapon. When it hits it will explode and anyone or anything within a 10 foot radius of where the bottle hits will need to make a saving throw versus magic or suffer 6 to 36 points of damage. A saving throw made reduces this damage by half.

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A Castle in the Clouds



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