# THE GREAT CLOUD CAPER
## or, Trouble in the Seven Skies, or Gnomes on a Plane

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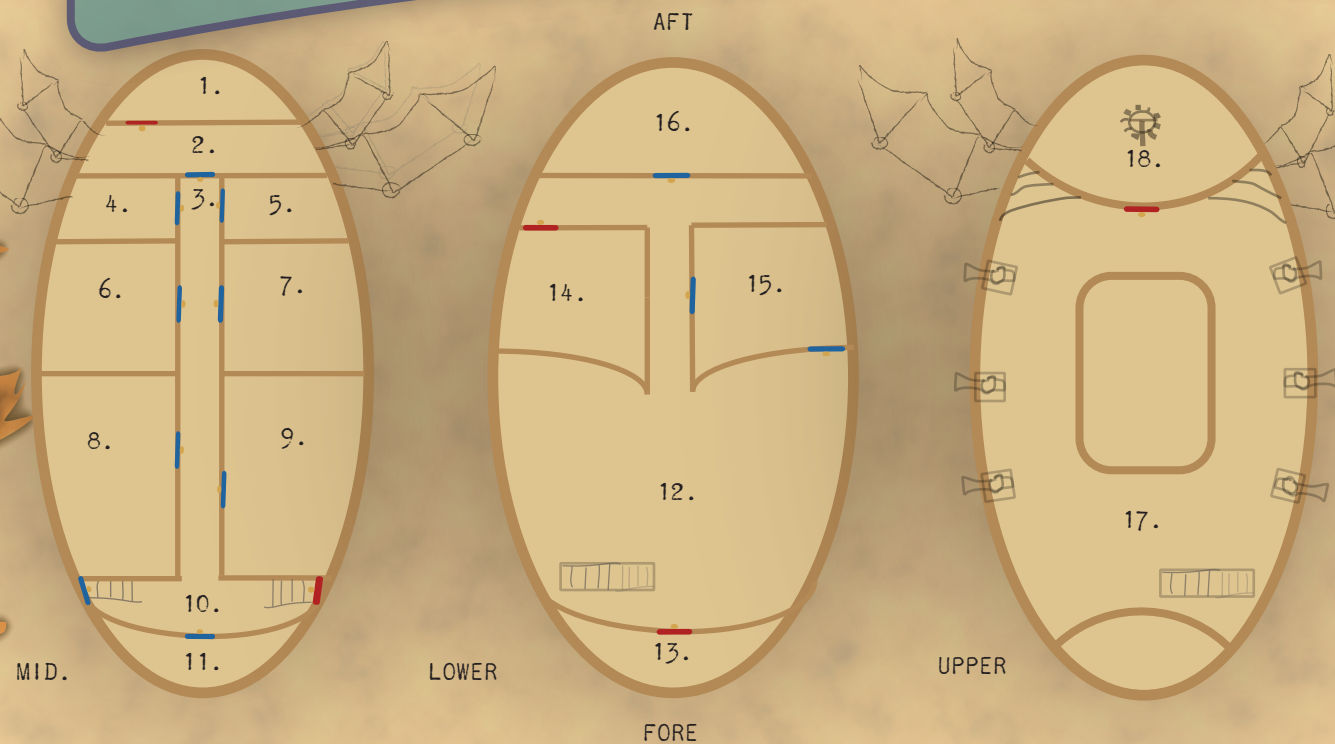
━━ =LOCKED DOOR
━━ =UNLOCKED DOOR

This dungeon takes the form of a great oak airship commandeered by pirates of a Gnome variety. Players begin as stowaways on the middle deck (furthest to the left) and must make their way to the top deck and slay the Captain and/or gain control of the ship. But to get to the top deck players must seek out the drunken first mate who holds the keys (alternatively players could start in the prison).

Treasure: detailed treasure should used as a guide, DM can alter quantity/kind as necessary. The most valuable treasure noted is the telescope in the special cargo.

Enemies: Gnome Pirates- Individual pirates should prove reasonably strong but by themselves should prove little bother to the party. As a group (3-6) they should prove to be more of a challenge. Drunken First mate- if woken from his intoxicated slumber he should prove to be an *interesting* challenge (interpret as you will). Captain- Should be quite powerful, especially in a group; should attempt to flea to his cabin if bested. All should be equiped with short swords and light armour except first mate and captain who should be a bit better

1. STOREROOM (ENTRANCE)- Locked door that can be picked (easy) or bashed (easy) or players can make noise to attract attention of nearby guard. If sufficient noise is made then guard in room 2 may notice. 2.RIGGING ROOM- One Gnomish Pirate, if not dealt with in room 1. 3. CORRIDOR. 4. WORKSHOP- Full of Gnomey bits and bobs. If workbench is tampered with a shock trap is released. 5. MINI LABORATORY- Full of bubbling potions. A succesful tsearch roll reveals a potion of intelligence and a potion of strength. 6. ENGINE ROOM- Contains the ship engine, if damaged or destroyed may cause ship to crash. Contains tools. Very loud. If players spend more than 2 rounds they take sonic damage unless preventative measures are taken. 7. SLEEPING QUARTERS- Contains 2 Gnome Pirates (some may be sleeping to begin with). Several chests altogether containing gold and common clothes. 8. SLEEPING QUARTERS-Contains four Gnome Pirates, several chests containing more gold and common clothes. 9.DINING ROOM- Contains set common cutlery. Also a cabinet of expensive cuttlery with a shock trapped handle. 10.STAIRS- there are two sets of stairs, one leading down, one leading up (upper stairs lead to locked door- very hard to pick-key gained from first mate in room 13). 11. GALLEY/KITCHEN- Contains a Gnome pirate chef. Also contains cheap utensils. A Gnomish cookbook. A locked chest contains several valuable wines (medium lock), chef holds key. 12. MAIN LOWER DECK- Contains six sleeping Gnome Pirates, will wake easily if disturbed. 13. SPECIAL CARGO HOLD- Entrance is locked (very hard), key obtained from First Mate in room 16. 13.MOSTLY EMPTY CRATES- Succesful search roll reveals very expensive telescope. 14. Prison- holds two prisoners- Jerome the Gnome (Chaotic good) and Cpt. Jones of the Gnomes (Lawful Evil). Each will attempt to persuade the party that they are good and that the other is evil and will backstab them if set free. 15. TEMPLE- Temple of a god of travel, engineering or something equally Gnomish. Contains Cleric Quentin who will not attack players unless provoked. May heal party if persuaded. 16. MAIN CARGO HOLD-contains First Mate passed out in, holding keys to special cargo and top deck door. Also contains crates containing normal weapons (short swords, short bows, daggers etc.). 17. TOP DECK- Contains four Gnome Pirates and Gnome Pirate Captain. When losing the battle the Captain will run to his cabin. 18. CAPTAIN'S QUARTERS- Locked (medium), keys held by pirate captain. Also a chest of 200 gold, various trinckets and gems.