

# DOWN DRAFT

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## Background

Long ago a sect of elves made a pact with the devil Gheryon. In exchange for winged flight the elves gave away their long life. The aerial elves crafted flying fortress and waged war on their kin. The surface elves united and used their combined magic to send the fortresses crashing to ground. The surface elves thought the aerial elves were extinct but one fortress and its lost race of winged elves survived. Now an Ogre Mage Jhang has found the fortress and is using it to plunder the kingdom. He is aided by hippogriff riding orcs and the cruel aerial elves. The elf lord Faeradoon has requested you to fight the evil and be rewarded richly. His direct assault failed and his forces never returned. He bids you use stealth on this attempt. He has given you pegs to ride to the fortress.

## Patrol Table

There are 4 groups which patrol the flying fortress but they do not enter Level 1, room 8 or room 11. Roll 1d4

1. Patrol A: (1) Sergeant Orc (HD 2), (3) Solider Orc (HD 1),
2. Patrol B: (4) Ariel Elves (HD1)
3. Patrol C: (4) Solider Orc (HD1)
4. Patrol D: (2) Ariel Elves (HD 1), (2) Solider Orc (HD1)

## Encounter Table

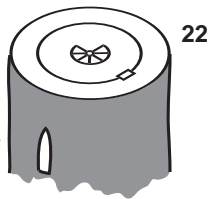
Roll 1d8

1. (4) piercer (HD 2)
2. (4) Fly giant carnivorous (HD 2)
3. (2) Lizard giant gecko (HD 3)
4. (1) Wasp (HD 4)
5. (2) Giant black widow HD3
6. (1) Orc (HD 1)
7. (1) Ariel Elves (HD 1)
8. (10) Bats

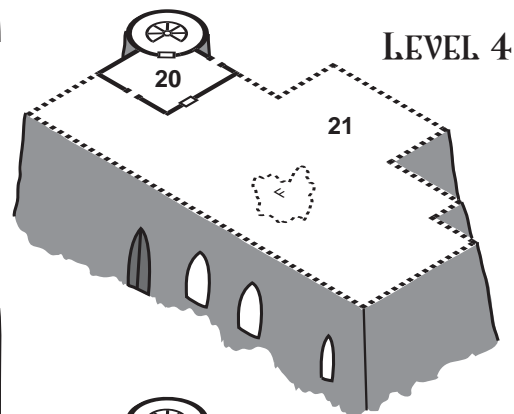
- 1. Cave Mouth** - The flying fortress's base has a opening in the side leading to the inner caves.
- 2. Secret Cave** - This cave holds the remains of a cursed aerial elf who offended Gheryon. Monster: Aerial Elf Ghoul (HD 2) Treasure: Coffin - 2 cp, 4 sp, 3 ep, 5 gems, gold ring, dagger.
- 3. Long Cave** - This cave has many fissure marked "F". They are open to the sky below. Trap: Collapsing Floor - 1-8 chance of a new fissure opening up Dex save or fall to the sky below.
- 4. Crypt** - This is the burial chamber for the priests of Gheryon. They have been abandoned since the arrival of the Ogre Mage Jhang. A shadow called the Veiled Lady dwells within the crypt. Monster: Shadow (HD 2) Treasure: Coffin - 7sp, 4, ep, 12 gp, 1 pp, 24 gems, scroll: Confusion.
- 5. Courtyard** - This courtyard has plunder piled in the corner next to the stairs. Treasure: Trade Goods 1042 g.p. value
- 6. Stable** - Two surly hippogriffs are resting here in two of the six stalls. Monsters: (2) Hippogriff (HD 3) Treasure: Leather Saddlebags - 8 gp, dagger, emerald ring, pearl necklace
- 7. Foyer** - This chamber is a foyer with stairs to level 3. A secret door leads to area 8.
- 8. Secret Chamber** - This chamber was once used by the priests to secretly travel from level 2 to level 3. It has secret doors in the Foyer, Great Hall, War Room, outside the walls on the ground level. Treasure: Chest: Potion of Healing, Shield +2 with vulture emblem
- 9. Donjon** - The Ogre Mage keeps his prisoners here a pseudo dragon Kiv, a merchant prince Dymar and Lady Kalist. The humans are both being ransomed. Monster: Pseudo Dragon (HD 2)
- 10. Cistern** - A network of pipes channels the rain that falls on the fortress into the cistern. Treasure: 13 cp, 4 sp, 1 gp, Spear +1 - submerged in the water
- 11. Sealed Chamber** - The bones of sacrificed surface elves are in this chamber. Faeradoon's defeated troops are amongst them. Treasure: Potion of Flying - Discarded in a bone pile.
- 12. Rookery** - This chamber is the main living area for the aerial elven children and the old. Monster: Aerial Elves (hp 1-4)
- 13. Kitchen** - Food is prepared here from the looted lands below. Monster: Orc cook (HD1)
- 14. Waiting Room** - Orcs lounge drinking in this chamber. Monster: Orc (HD1)
- 15. Great Hall** - The Ogre Mage Jhang sits on a cushioned dais. Two female aerial elves attend him. A secret door behind the curtain leads to a hidden hallway. This chamber has a large hole in the ceiling leading to the roof. The closet off this room is empty. Monster: 1 Ogre Mage (HD ), 2 Aerial Elves (HD 1)
- 16. War Room** - This room has map on the wall. A secret door behind it leads to a hidden hallway.
- 17. Ogre Mage's Chamber** - This bed chamber is rich and elegant. Treasure: Chest - 700 sp, 300 gp, 3 gems, Neckless 500 gp, Potion of Healing Trap: Arrow Trap - causing 1d6 damage to all who touch the chest.
- 18. Orc Barracks** - There are always at least three orc resting here. Monster: 3 Orc (HD 1)
- 19. Chapel of Gheryon** - A statue of a winged devil holds a black feather radiating magic. If the black feather is destroyed the fortress will fall from the sky. A priest sleeps and sacrifices here. If the feather is taken by any one other than the priest a trap is triggered. Monster: Fraylin Priest of Gheryon, aerial elf (HD 1) Treasure: Eyes of Gheryon - two gems, sacrificial dagger - Gheryon emblem Trap: Gas Jet - Save vs. poison or suffer 1d6 points of damage.
- 20. Commander's Room** - The Orc commander lives in this spartan room here. Monster: Orc Commander (HD 3) Treasure: Chest: 205 cp, 329 sp, 203 ep, 542 gp, 5 gems, skeleton hand with black opal ring, dagger, chain shirt
- 21. Roof** - The roof has large hole marked "F" leading to the Great Hall. The orc commander's trained attack wasp has a nest here. Monster: Wasp (HD 4)
- 22. Watch** - The keen eyed aerial elves keep watch from this tower. Monster: Aerial Elf (HD 1)

## Wind Force

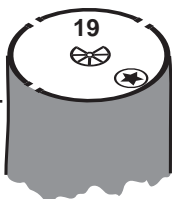
Roll 2d6	Wind Type	Effect
2-3	Calm	Nil
4-8	Light Breeze	10% chance per turn of dropping an equipment.
9-11	Strong Breeze	25% chance per turn of dropping an equipment.
12	Gale	75% chance per turn of dropping an item and being knocked down.



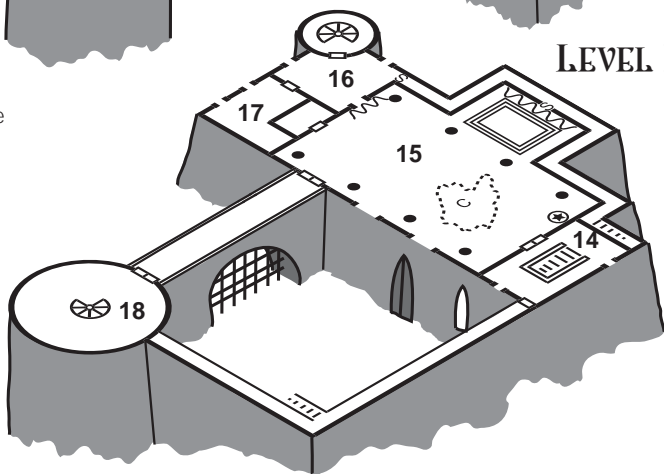
LEVEL 5



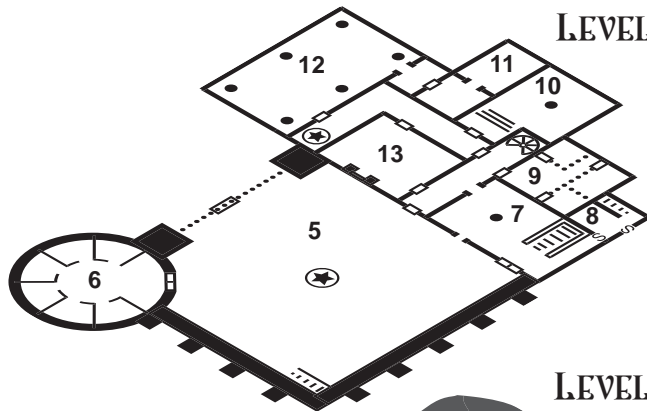
LEVEL 4



LEVEL 3



LEVEL 2



LEVEL 1

