

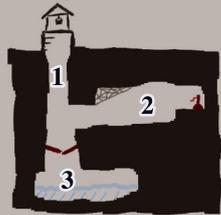
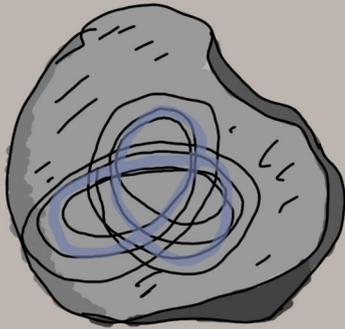
The Stones, the Ship and the Fortress.

The evil sorcerer Sacrebleu is terrorizing the land with his flying fortress. The fortress moves daily (roll 2d12 and place the flying fortress icon on the map). A giant thundercloud underneath the fortress puts everything in danger of getting hit by lightning.

The good mage Yolo has a plan to build a flying ship to invade the fortress, and Pirate Pete has offered his ship to be converted. The only thing missing are some hoverstones.

Hoverstones are about the size of a fist and look like ordinary rocks except for the runes carved on them. But when an electric current runs through them, the stones, and anything attached to it, will start to float in the air.

A total of four hoverstones can be found in the land, but only three need to be retrieved to make the ship stable enough to fly.



Empty Well

Years ago a monk accidentally dropped a hoverstone in the well. He tried to retrieve it but was never seen again.

1. The well goes 10 meters down until there is a stone hatch on the bottom and a tunnel on the side.
2. A hungry giant spider and her spider spawn are up in the corner. At the end of the tunnel there is a pump that can open the hatch.
3. There is a hole in the hatch about the size of a foot but it's not large enough for a person to pass through. Electric eels are swimming in the water at the bottom, which makes the hoverstone jump in and out of the water.



Crypt

This crypt once belonged to a rich and influential family, however it's been vandalized and in disrepair for decades. 1d6 ghouls have made it their home now, attacking anything that enters. At night they become more active and wander outside. Anything valuable that was stored in the crypt has been plundered a long time ago. A hoverstone, apparently not deemed valuable, is lying in the corner of the last sarcophagus.



Frog Rock

Misty Marsh

Although the marsh is always covered in mist, Frog Rock is easy to find by listening to the croaking sounds of the frogmen. Frog Rock is a small island about 10 meter in diameter and has a 10 meter tall obelisk on it, obviously not build by the frogmen. Frogmen are shy and frightened by strangers and flee when attacked. However, they won't allow anybody to set foot on Frog Rock and will give a clear warning not to do so. If a stranger does set foot on Frog Rock (or steals the hoverstone) the frogmen will turn hostile. They use hit-and-run tactics and the attacks will continue until the strangers are outside the swamp or dead. A hoverstone is hanging from the obelisk in clear sight. The frogmen priest can speak a few common words and might be willing to swap the stone for something useful (a trumpet, a weapon that doesn't rust or a small sacrifice).



Goblin Cave

1. Entrance: One goblin is supposed to guard the entrance but is sleeping and snoring loudly instead.
2. Main hall: 3d6 goblins are feasting on Antie Grundu experimental cookery.
3. Wolf kennels: Two dire wolves are locked in their kennels. They somewhat obey the goblins.
4. Kitchen: Antie Grundu, a goblin shaman and leader of the goblins, uses black magic in her recipes. She hardly ever leaves her kitchen and is always brewing something, figurally too. A hoverstone can be found on a shelf among some other trinkets.

Flying Fortress

As soon as the last hoverstone is installed the ship is ready to take off. Yolo plans to stay behind because he's no help in combat. When nearing the flying fortress the hovership will get attacked by 1d4 banshees that fly around the fortress.

1. Lobby: 1d6 animated armors are patrolling the area in a predetermined and logical path.
2. Tower: Three copper pillars are constantly exchanging sparks. A person will get a shock when standing too close. Sacrebleu is surprised to see anybody enter his chamber and immediately attacks with lightning bolts. Talking to him is futile and it's too noisy to talk anyway. The easiest way to dispose of him is to push him into the electric pillars. Either way, without Sacrebleu the fortress is doomed to crash to the ground spectacularly, so the heroes better escape quickly.

