

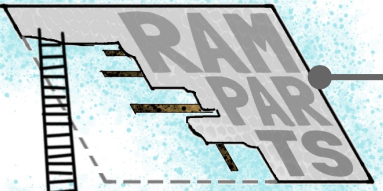
Flying Offerings




Gralizard the Mage found the Eye of Cryd, a legendary scrying sphere, in a ruined tower. But the artifact is tainted by the dreams of the slumbering demon-god Ylzor, and nightmarish visions drove the mage to **madness**.

Filled by delusion and paranoia, the mage fears the demon's wrath and offers it **sacrifices** – shooting them into the sky with a **trebuchet**! Gralizard hired a local **goblin tribe** to provide victims, and the **nearby villages** are in dire need of some heroes to **stop the kidnappings**.


But **where is the mage now**? Surely scrying the sphere somewhere in the tower! The exact location is up to you – for a thrilling climax, place him in the last room to be explored by the heroes.



The trebuchet used to “send offerings” by shooting kidnapped villagers into the sky!




A tamed manticore nests here and will attack anyone climbing up the tower to enter through the large breaches in the walls.




The studio contains astral maps. The descent into madness of the mage is documented by notes about the coming of the demon-god covering every inch of paper. Spell scrolls are lost in the chaos.

The Goblins

Babaku, a fat goblin chief, rules the “Bad Fangs” tribe. Pulo, a smarter-than-average goblin, knows “mad wizards never good for goblins” and was cast out for speaking against Babaku’s decision to join the wizard. Pulo is resentful and roaming the area alone with his pet wolf cub, and if met in the wilderness, could point the heroes to the tower.




Animated cutlery runs the kitchen. A carving knife, a serving fork and a ladle fly about and will attack intruders. Speaking the word *Rustproof*, etched on the blade, disables them. The knife can then be used as a magical weapon.



The front door is always locked. In the foyer, a rug covers arcane runes that cause strong magnetism. If stepped on, those wearing metal armor are pulled against the ceiling, while a loud alarm alerts the goblins downstairs.


The basement of this collapsed building has no ceiling anymore and is accessible via a stone staircase. The tribe’s wolves spend most of the time here loudly fighting over carcasses.




10 goblins are carousing at this large dining table drinking and betting on Grugg, currently climbing the chandelier rope with a knife between her teeth, and Marak, who took refuge up there after stealing Grugg’s goblet.




The bedroom is lit by pleasant magical flames. A mannequin is wearing a full plate armor. A hidden animated ooze will seep out of the armor to attack trespassers. A stone table, used as desk, is covered in scrolls.



10 goblins are sleeping here. One of them, Bolso, is a talented wood-carver and the room is full of tiny wooden figurines.



The corridor ends with a large bronze lion head that radiates magic. The sturdy door to the wizard’s room is decorated with a bronze tower. Pressing the first rampart of the tower opens the door. Forcing the door in any other way releases a thundering roar from the lion head that stuns those in the corridor and alerts the goblins in the dormitory.



Babaku the goblin chief is deep asleep with his two lovers, Opp and Mul. But the pet wolf Fang will wake up everyone if someone opens the door. Mul is a spy from another tribe and might backstab Babaku to save her own life. Gold is hidden under the mattress.