

Far Away Land RPG

Adventure Module

Peril of the Purple Parrot

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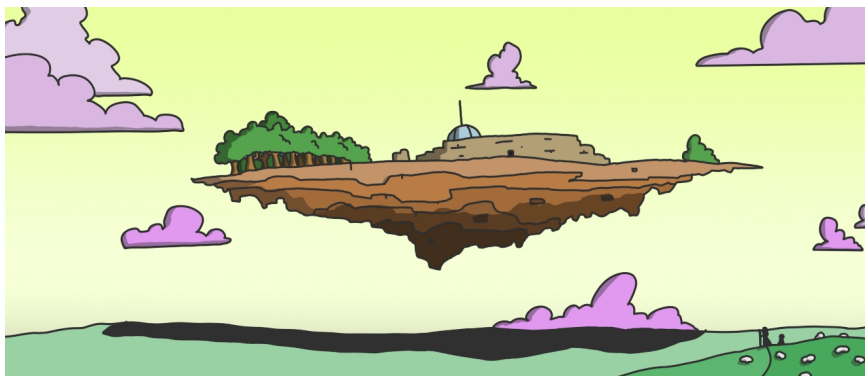
A floating islet that roams Far Away Land. A slightly unhinged alchemist inventor whose curiosity has led to strange and unnerving experiments. Mysteries are in the clouds as you and your party explore Purple Parrot Island!

This adventure module is part of an ongoing series of introductory adventures for the Far Away Land Role-Playing Game.

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PERIL of the PURPLE PARROT



Introduction

This adventure is intended for a party of adventurers of 2nd or 3rd level and takes place in the floating island laboratory and dungeon of an insane kreeah (parrot person) alchemist. Although it can be most easily used on the continent of Nuzoz, because the island is floating and drifting it can easily be set anywhere.

Premise

Manaia is a kreeah alchemist and inventor who combined her species' insatiable curiosity with a rather loose sense of morality even before an explosive experiment caused her to turn purple and mad. Fleeing the Sky Lands on a rogue flying islet, she set about creating herself a laboratory in which to conduct her insane experiments, and a dungeon beneath it in which to house her unfortunate creations. Unfortunately for Far Away Land, she is always on the lookout for new and interesting plants, materials, and experimental subjects...

Getting the Players Involved

There are many possible ways the Players could get involved. Here are a handful:

- 1) They see the floating islet and a few of its inhabitants in action and become curious.
- 2) They are kidnapped by Manaia and her minions and have to escape.
- 3) Someone they know is kidnapped by Manaia and they have to stage a rescue.
- 4) They are hired to rescue someone from the islet.
- 5) They are hired to steal something from the islet.
- 6) They are currently embroiled in dealing with some ne'er-do-wells who they spy trading with Manaia's minions, providing experimental subjects or materials in exchange for the powerful potions or devices that are currently making their adversaries more difficult to deal with.

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How Do They Get Up There?

Getting to the flying islet can be something of an adventure itself. Some ideas assuming they don't have their own means already:

- 1) One of Manaia's flying contraptions crashes nearby, its crew dead, but the device itself easily repaired.
- 2) They can enter discussions with Manaia's minions, promising favorable trade items or subjects, in order to be taken to the islet to meet her.
- 3) They might hitch a ride on a nearby flying beast such as an air whale.

Up, Up and Away!

Be sure to spice up any journey to the islet with an encounter or two. This could be an attack, but could also be another danger, or simply scenic. You can roll a d6 if you want:

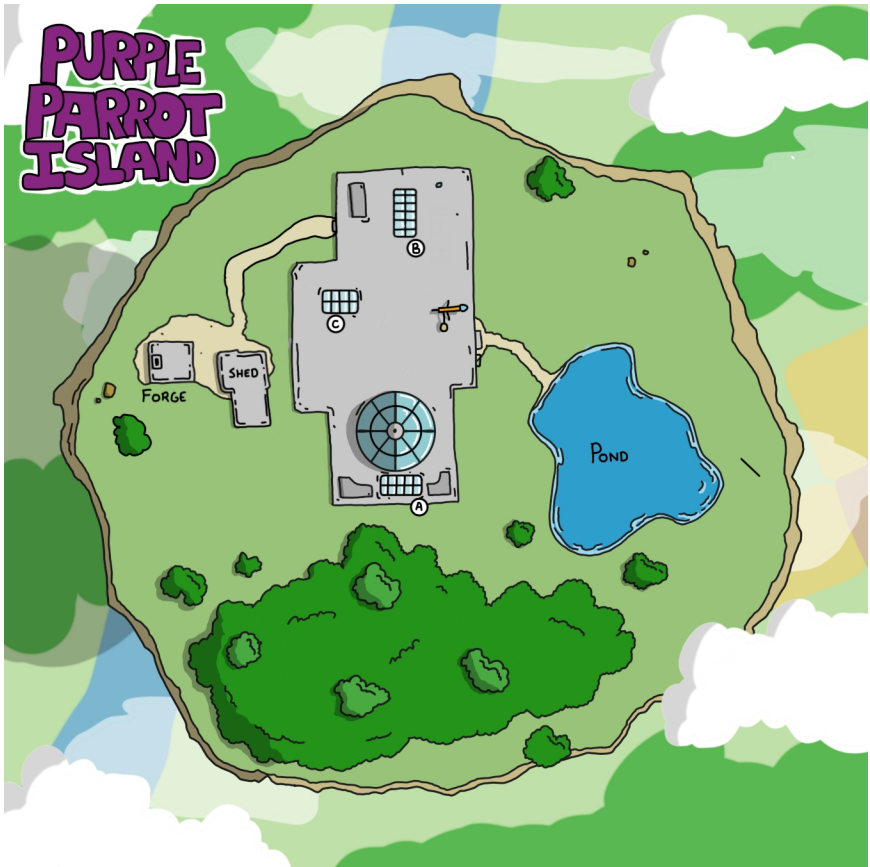
- 1) A smack of rose-coloured, luminous flying jellyfish (1-2 per Player). They might be admired at a distance or might actually attack. damage to anything in melee range if damaged with fire
- 2) Strong winds whip up, forcing Players to tie themselves down, make appropriate BRT or DEX rolls to hold on or grab something quickly each round, and possibly even risk getting struck by lightning (3d6 damage)!
- 3) A dirigible is spotted far in the distance, a silhouette against the sky.
- 4) The sounds of a battle drift up from below, and looking down the Players can see a brutal skirmish between rival forces, a field littered with the fallen.
- 5) They pass through a cloud of twinkling, glittering motes of light.
- 6) A shocked looking cow steed floats by, pushed by the winds.

Where Is Everybody?

Before starting the adventure, roll a die for each of the following NPCs to see where they are. Remember, this is where they are at the start; they may wander and disturbances will certainly draw their attention.

- **Manaia** - 1: Bedroom, 2: Study, 3: Bathroom, 4: Laboratory, 5: Workshop, 6: Fungal Grotto
- **Hammerhand** - 1-2: Forge, 3: Dormitory, 4: Armory, 5-6: Throwing meat to White Meat in the Pit (will release White Meat at intruders)
- **Clinkle Toes** - 1-2: Cooking in the Kitchen, 3-4: Dusting the Hall, 5-6: Emptying chamber pots off the edge of the island
- **Hybrid Guards (roll for each pair)** - 1: Patrolling the island's surface (melee weapon, shield, and crossbow each), 3-4: Playing cards in the Dormitory, 5-6: Eating a meal in the Hall

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PURPLE PARROT ISLAND

The island itself is topped with a sizable copse of trees, a pond, a large stone shed, a small stone forge, and a squat, ugly stone complex.

TREES - pine fresh; bird eerily echoes anything PCs say; pile of lichen-covered rocks in center

Rocks: Actually disguised wood carving (WIT roll TN 5 to notice). Beneath is a rusty hatch opening on an Escape Tunnel connecting to the *Fungal Grotto* in the dungeon.

POND - cold and murky; deformed white fish with disturbingly human features; something glinting deep below

The fish are harmless. At the bottom is an articulated tongue made of silver (see Appendix).

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SHED - *one-story; smooth dark stone; heavy wooden barn doors*

Inside: 4 x Ornithopters, one currently in a state of disassembly, parts heaped in a corner.

FORGE - *blackened dark stone; charcoal and iron stench; rust-pitted metal door (unlocked); chimney*

Inside: Neatly-kept anvil, bellows, racks of tools, work table, barrels of charcoal, bits of slag. Brass helmet shaped like a parrot head with red crystal eye lenses on the work table (actually exterior plating for WIP brass kreeah-shaped golem in the Workshop).

MAIN BUILDING - *one-story; smooth dark stone; one circular stone front door; iron ladder on front leading to roof; riveted iron rear door; no windows except three on roof; glass domed observatory on roof; strange rod-like contraption on roof*

Door: Slides smoothly into the surrounding wall. A large brass plate in its center covers TN 5 lock.

Ladder: *Rust-stained iron ladder securely bolted to wall.*

Roof Windows: All covered with metal bars (AC 5, 20 HP each, TN 7 to bend, very noisy to break... Bars covering C are notably loose: TN 5 to pry apart). A looks down into the Bedroom, B into the Laboratory, C into the Dormitory.

Glass-Domed Observatory: *Cage-like metal frame filled with glass panes (AC 3, HP 15 to break in), topped with lightning rod and wires going into the roof.*

Inside It: Brass telescope on tripod; macabrely-carved ivory chair with plush purple upholstery; wrought iron spiral stairs leading down.

Rod-like Contraption: *A yard-long copper rod tipped with a head-sized blue crystalline disk and wooden stock at end, mounted on a tripod bolted to the roof. Wires connect it to a large, barrel-sized sealed ceramic jar. Stone chest fixed to the floor next to it.*

Contraption: Actually a lazer cannon used to defend the island when needed (made from one Zaxx-201's eyes) - Long Range, 3d6 damage. Firing without the protective suit inflicts 1d6 electrical damage on the user.

Ceramic Jar: Easy peel rubber seal. Contains metal rods immersed in fizzing liquid (acid). Causes 1d6 electrical damage + 1d6 acid damage if touched inside. Weight of an adult human.

Stone Chest: Closed with simple catch. Contains pink rubbery suit, gloves, boots, and hood with red glass lenses. Provides Immunity to Electricity/Lightning. Smells like urine, a bit sticky, hot and uncomfortable. Can't be worn over armor.

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MAIN BUILDING - INTERIOR

Entry Hall - many brass coat pegs on wall; white floor tiles; stone stairs descending with wrought iron handrail

Coat Pegs: 3x fine black hooded cloaks lined with purple; 1x black scalloped cloak with upper face cowl attached sporting a pair of pointed, upright ears (magical: provides Night Sight when worn).



Shine On

Lighting in each room and corridor is provided by a glowing glass hemisphere on the ceiling. These are filled with an alchemical liquid that smells like lemon, glows constantly, and will permanently stain anything it touches incandescent yellow. Is a Lvl 5 poison if consumed.

Kitchen & Larder - neatly arranged; polished utensils; boxes of strange roots and fungi; small jars full of spices and sauces; black iron stove; earthy and spicy smells; human-faced fish dead on chopping block

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Human-Faced Fish: Tastes like cross between salmon and pork if cooked.

Sauces and Spices: Unremarkable except for a large jar with layered, sparkling rainbow powder labeled, “All Spices”. A pinch will make any dish taste like each eater’s favourite combination of spices. Chefs all across Far Away Land would kill to obtain it.

Armory - racks and shelves; weapons; shields; bundles of crossbow bolts; bucket of oil; dirty rags; metal box

Arms & Armor: 4 each of spears, swords, metal shields (polished black with a purple claw insignia), and repeating crossbows (see Appendix).

Metal Box: Marked with a skull symbol. TN 6 Lock. AC 3, HP 5 to break open. Padded interior holds 6x sealed ceramic spheres (explosive grenades, Close Range, Tiny Radius, 2d6 damage). Forcing the box open has a 2-in-6 chance of causing the grenades to explode...

Storeroom - more racks and shelves; mops; buckets; brushes; washboards; bars of soap

Floor: First person to enter makes WIT roll (TN 4) to notice soapy puddle. Otherwise DEX roll (TN 4) to avoid slipping and noisily knocking racks and brooms over.

Toilet - foul odor; wooden bucket toilet; rags

Dormitory - quartet of wooden bunk beds; table scattered with playing cards and pebbles; skylight in roof; 2x small wooden trunks under each bunk

Table: Playing cards are circular and very artfully painted, complete with silver and wood marquetry box

Trunks: Contain black and purple garments. Five trunks contain nothing else remarkable. In the others:

- Necklace of 20 claws and fangs, each from a different beast
- Small red velvet pouch embroidered in gold thread with a moth pattern (contains an egg-sized lapis lazuli carved in the likeness of a meditating orka)
- Ornate iron key on a violet leather thong (opens the lock to the Empty Room)

Hall - purple drapes on walls; large black pennant on wall opposite door emblazoned with purple claw symbol; long dark wood table surrounded lined each side with eight matching chairs; dark wood high-backed chair with green leather padding at the end of the table; shield and crossed swords displayed on inside wall

Shield and Swords Display: The swords are blunt display pieces, but the shield is magical and morphic (changes colour, shape, and insignia at the whims of its owner)

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Laboratory - *acrid stench; three stained workbenches covered in vials, retorts, flasks, funnels and beakers full of multi-colored fluids; pair of iron surgical tables with leather restraints; small wheeled metal stand of surgical implements; duo of iron cages attached to chain winches on the ceiling; riveted iron rear exit door; iron barred skylight in the ceiling*

Workbenches: Scattered with the following:

- A crumpled red robe covered in suspicious dark stains
- An iron and copper robotic arm with a large pincer instead of a hand (can be fitted as a prosthetic arm doing 2d6 damage)
- 2x syringes containing a luminous green fluid (Gamma Goo - see Appendix)
- Strange alchemicals. If someone drinks something, roll 1d6:
 - 1: Poison (LVL 3)
 - 2-3: Anaesthetic (BRT roll vs. TN 6 or fall into unwakeable sleep for 1 hour)
 - 4-5: Mutagenic (becomes hybrid of the next plant/animal they eat/are injected with)
 - 6: Healing (cures 1d6 HP but permanently changes imbiber's hair a random color)

Surgical Tables: Stained wood; multiple leather straps (BRT roll, TN 6, to snap one)

Iron Cages: Iron and locked (TN 6 to pick; AC 5, 20 HP each; TN 7 to bend); attached to ceiling with chains and winches; trapdoors beneath; may be raised/lowered to area near Pit; one empty, one occupied by a humanoid with a huge brain-like cranium and skull-like face (Yarkark the lagren - see NPCs).

Bedroom - *purple-draped ebony four poster bed; ebony nightstand; tiled wooden floor; large bone trunk at foot of bed; green and yellow animal skin rug; wrought iron spiral staircase in corner leading up; huge glass terrarium of plants and an animal on wall; vast tapestry on opposite wall; iron barred skylight in ceiling*

Ebony Nightstand: Contains:

- Silver anklet made to resemble intertwining vines with agate leaves
- Dog-eared copy of a book titled *Huey Hamster Goes Goopy Kablooy*, a strange and morbidly comical tale about the alchemical shenanigans of a chubby rodentine

Bone Trunk: Macabre carvings. Matches chair in Observatory. Contains:

- High-collared green robe lined with purple satin and edged with gold stitching
- Cherry red cummerbund with gold tassel fringing
- Lilac silk stole embroidered with alchemical symbols

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Animal Skin Rug: A large feline with green fur and yellow stripes. Exceptionally thick and soft. Beneath it is a small locked hatch (TN 6). Beneath the hatch:

- A large puce suede drawstring pouch holding 76 gold coins, a small star sapphire, an intricate silver finger claw ring set with a moonstone fingernail, and a palm-sized round flat bloodstone that heals 1d6 HP when placed against an injury (usable once/day).

Spiral Staircase: Leads up to the rooftop Observatory.

Terrarium: Artfully arranged rocks, flowers, and vines. A small castle-like den inside is home to Mr. Squiffle (see NPCs).

Tapestry: Depicts famed akro adventurer Ookla the Thunderer fighting his way into the Etcher pyramid with his flaming Sunsword.

En Suite - dark blue enamelled bathtub with golden clawed feet; matching toilet pot; scented candles; large oval mirror set within gilt frame in the likeness of a demon's gaping mouth

Demon Mouth Mirror: Magical, makes positive comments when someone admires themselves in it, e.g. "Oh yeah, looking good!"

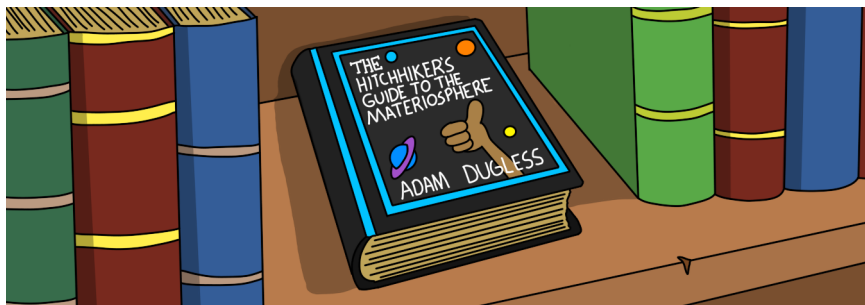
Study - heavy desk carved from purple wood; 2x matching chairs with green upholstery; bookshelf with higgledy-piggledy volumes

Desk: On top are:

- Iridescent green quill with gold nib
- Blue crystal ink pot of vermillion ink
- Tiny silver-chased mahogany box. When flipped open, a miniscule golden dancer pirouettes to tinkling music
- Violet leather diary full of nonsensical formulae, insane rants, and a scrap of paper featuring what is purportedly a password for entry to the core of the Etcher Pyramid on Nuzoz

Bookshelf: Random volumes primarily dull treatise on animals, constructs, and alchemy. Only one stands out:

- *Hitchhiker's Guide to the Materiosphere* by Adam Dugless (a semi-accurate travelogue describing some of the more well-known planets in the wider universe)



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DUNGEON LEVEL

Stairwell - stone stairs; wrought iron handrail; leads up to Entry Hall

Cells 1-6 - small bare stone cells; odorous; heavy wooden doors with iron-barred grates; most are unoccupied and unlocked

Cell 3: Locked (TN 3), AC 3, HP 20. Occupied by a manacled pink starfish-like humanoid, a yldeti called Kirtap (see NPCs).

Cell 6: WIT roll (TN 6) will notice something wedged into the stonework in the back of the cell. It's a scrap of fabric with a dirt note that reads, "Tell Monzo in Terazot that Padden died here."

Workshop - massive, partially dismantled purple robot head in the corner; pair of large, barrel-sized sealed ceramic jars connected by wires to the giant robot head; nearly complete brass golem shaped like a kreeah on a table (missing exterior shell of head and an arm); pair of wooden desks strewn with tools

Massive Robot Head: See Zaxx201 in NPCs.

Ceramic Jars: Easy peel rubber seals. Contain metal rods immersed in fizzing liquid (acid). Causes 1d6 electrical damage + 1d6 acid damage if touched inside. Weight of an adult human each.

Part-Built Kreeah Golem: Intended to be a companion for Manaia and eventually a receptacle for her brain when she grows old and decrepit. Zaxx201 wants to transfer his consciousness to it to escape.

Junkyard - heaped pile of scrap; twisted pieces of various metals; tangles of frayed wiring; offcuts of wood; smashed pieces of glass and crystal

Storage - metal shelves; sawn timbers; ingots of iron, copper, and brass; boxes of nails, screws, nuts and bolts; an old ballista covered by a tarpaulin; a stack of old wooden barrels; a surfboard with purple flames painted on it

Empty Room - battered iron door; secured closed with hooks and chains; heavy ornate padlock

Lock and Chains: Opens with the Orate Key (in the Dormitory) or TN 6 to pick. Breaking chains is AC 5, 20 HP.

Inside: Nothing. Absolutely nothing. No walls, floor, or ceiling even. Just a void. It leads... somewhere else.

Pit & Cage Area - deep pit; stinking; stone walled sides, mouth ringed with downward-pointing iron spikes; heavy iron gate; large beast in the shadows at the bottom; large trapdoors in ceiling with chain mechanisms to the side of the pit.

(Pit and Cage Area continued on next page...)

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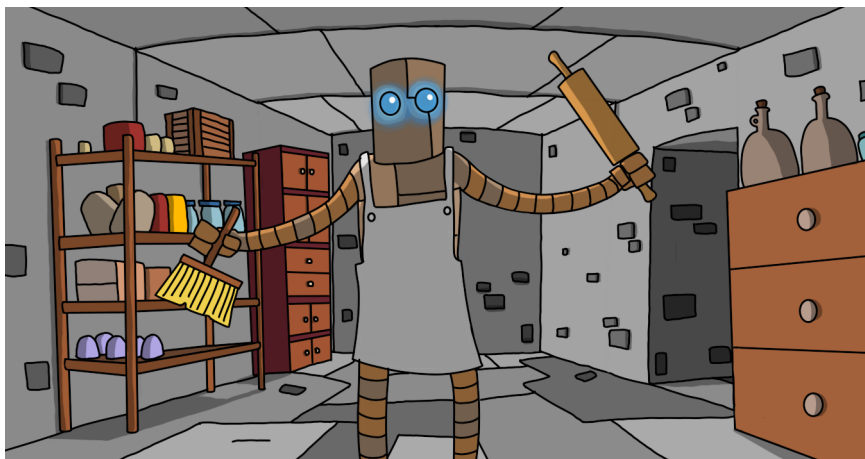
In the Pit: White Meat the Albino Shark Bull lives here, survivor of pit fights against several other captured beasts.

Trapdoors & Mechanisms: Connect to the cages in the Laboratory above, allow them to be raised and lowered between the levels.

Fungal Grotto - *sculpted grotto; path of large flagstones; luminous fungi or all colors and sizes*

Fungi: Most are lvl 3 poisons. Several glow and keen different notes in response to noises and movements nearby.

Flagstones: Last at back wall actually disguised wood trapdoor (WIT roll, TN 4 to notice) leading in to Escape Tunnel that connected to the Trees on the surface.



NPCs

Clinkle Toes (1) - *cook, cleaner, and menial servant; polite; resents work; dreams of being a dancer*

Average Construct, HP 18, AC 3, ACT 5, BRT 2, DEX 2, WIT 1, Rolling Pin (1d3 damage)

Appearance: slender brass clockwork humanoid; blue eye lenses; faded white apron

Notes: Clinkle Toes is polite but sullen, only brightening up if the subject of dancing arises. He will gladly betray Manaia if the opportunity to escape and fulfil his dream seems plausible.

Equipment: Rolling pin; dustpan and brush

Flying Jellyfish (1) - *pinkish flying jellyfish with dangling tendrils and almost sentient behavior*

Small Animal, HP 13, AC 0, ACT 5, BRT 1, DEX 1, WIT 1, Tentacles (1) lvl 3 poison, Resistance to Mind Control, Flammable: explode causing 3d6

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Hammerhand (4) - *blacksmith; guard captain; loyal; unimaginative; cares for White Meat*

Average Humanoid, HP 20, AC 3, ACT 6, BRT 3, DEX 2, WIT 1. Hammer Hand (2) 1d6+1 damage

Appearance: muscular human/grizzle bear/pig hybrid; oversized robotic right arm with hammer hand; blackened pot helmet with large purple feather plume; blackened breastplate; black leather apron

Notes: Is usually seen with a strip of jerky hanging from his mouth being noisily chewed. His commands are direct and monosyllabic, like his speech.

Equipment: Helmet & Breastplate, Apron, Pouch of Spiced Jerky Strips, Ring of Keys (for the cells and grenade box)

Hybrid Guards (1) - *lumpen and misshapen; black and purple clothing; black leather armor; aggressive*

Average Humanoids, HP 14, AC 1 (2 if has a Shield), ACT 4, BRT 2, DEX 1, WIT 1. Natural Attack (see below) or Unarmed (1 damage) or by Weapon (see Armory)

Appearances & Abilities:

- *Pugh the Human/Boobarooza:* Human, multiple eyes, black-spotted red exoskeleton (AC 3 naturally)
- *Pugh the Orka/Violet Hare:* Purple orka, hare ears, big feet, buck teeth (Night Sight)
- *Barney McGrew the Poomkin/Clown Plant:* Poomkin, clown head; one arm spiked tentacle (1d6 damage, Resistance to Electricity, Resistance to Poison/Toxin, Weakness to Extreme Heat/Cold)
- *Cuthbert the Exion/Kwee:* Exion, patchy feathers, long sharp beak (1d6 damage, Night Sight)
- *Dibble the Elf/Fell Bee:* Pink elf, compound eyes, vestigial wings, Sting Attack (1d3 damage + Lvl 2 poison)
- *Grubb the Human/Killapede:* Human, multiple insectile legs, patches of carapace, one eye is compound (AC 2 total, Night Sight, Wall Walk)

Equipment: Black and purple clothing, black leather armor, whatever weapons they equip from the Armory

Kirtap (1) - *angry; reckless; wants to die in battle*

Average Humanoid, HP 11, AC 0, ACT 5, BRT 2, DEX 1, WIT 1. Starts unarmed (1 damage) but will grab any available Weapon (1) 1d6 damage.

Appearance: pink; starfish-like humanoid; tattered green shorts; bruised

Notes: Eager to escape, will seek to rush wildly past any saviors to locate Manaia or her guards for glorious death in combat, repeatedly screaming, “Yllios!”

Equipment: That’s a big nope.

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Manaia (6) - *brilliant; erratic; amoral; obsessed with hybridization and combination of mechanical and biological parts*

Average Humanoid, HP 16, AC 0, ACT 6, BRT 1, DEX 1, WIT 4, Better Sight, Flight, Night Sight, Microscope Eye (+1 die to close in fine tasks)

Appearance: purple-feathered; mechanical green lens replacing left eye, ostentatious black turban; flowing black robe lined with green silk; green cummerbund brocaded with gold.

Notes: Arrogant, amoral, and extravagant, Manaia sometimes drifts in daydreams mid-sentence and categorises everyone as an interesting resource, a threat, or utterly worthless. She will only deal with others if she believes they can provide something or until an opportune moment arises to remove them. Only she knows about the Escape Tunnel.

Equipment: Syringe of Gamma Goo*; The Cross Bow*; master quality short sword inlaid with gold images of vines and leaves (1d6 damage, but +1 die to attack rolls), key to the locked box beneath the rug in her bedroom

* See Appendix

Mr. Squiffle (1) - *pet/familiar of Manaia; cunning; horrifyingly patient; vengeful; wicked*

Tiny Monster, HP 12, AC 0, ACT 5, BRT 1, DEX 3, WIT 3, Bite or Claw (1) 1d3 damage

Appearance: adorable hybrid of sloth and fennec fox; big brown eyes; huge ears; deep blue velvet waistcoat and fez; quiet squeaky voice

Notes: Mr. Squiffle plays up his cute and appealing nature in an attempt to ingratiate himself with others. He will bemoan his fate as a captive of, "That big meanie, Manaia." and ask to be rescued. He will bide his time until conflict breaks out in which case he will hide and run. If after a few rounds, the PCs are clearly more capable, he will continue to hide, emerging afterwards to praise his "Big, brave friends." If the PCs are seen to be losing or weaker, he will gloat and hurl abuse at them. In either case, he will not engage them physically, but will seek to escape if Manaia and her guards are ultimately defeated. He will, however, begin to plot revenge...

Equipment: None

White Meat the Shark Bull (9) - *big, white battle-scarred cow steed with the head of a large shark; savage; hungry; loyal to Hammerhand*

Average Monster, HP 24, AC 1, ACT 6, BRT 3, DEX 3, WIT 1, Bite (3) 2d6 damage, Trample (2) 2d6 damage

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Yarkark (1) - *haughty; self-superior; high-pitched staccato voice*

Average Humanoid, HP 12, AC 1, ACT 5, BRT 1, DEX 1, WIT 2

Appearance: skinny humanoid with an oversized, swollen brainlike cranium, skull-like features, and dirty silver jumpsuit

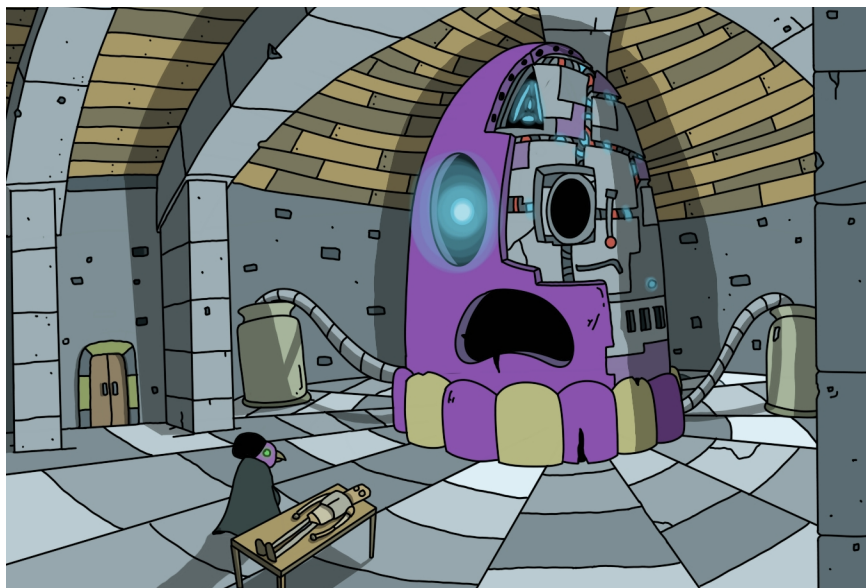
Notes: Yarkark was stranded on Far Away Land when she accidentally triggered a portal device. She shares her species' normal disdain for non-Lagren and will lie, cheat, or kill anyone and anything to secure her escape. Allies are temporary resources to Yarkark.

Zaxx-201 (N/A) - *massive purple robot head; only one eye; half of plating removed; internal workings exposed; connected by wires to big ceramic pots; rumbling metallic voice*

Massive Construct, HP 25, AC 3, WIT 2. Detect Magic (2), Detect Life (3), Immune to Poisons/Toxins/Disease

- *In the Golem body:* Average Construct, HP 23, AC 3, ACT 6, BRT 3, DEX 1, WIT 2, Immune to Poisons/Toxins/Disease, Night Sight

Notes: Arrogant, hateful, and bigoted against “lesser lifeforms” (e.g. everyone else), Zaxx-201 the soracan was crippled in a fight with a flame gut dragon and crashed. While rebooting, he was dismantled by Manaia, rendered harmless and immobile, moved to the island, and partially reassembled. Powered by batteries made by Manaia, he is now little more than a huge, talking head. Manaia torments him constantly, ceasing only when he provides useful information pertaining to things like construct creation. He will try to convince the PCs to wire him up to the brass kreeah golem in the Workshop so he can transfer his consciousness to it and escape.



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APPENDIX

Gamma Goo

When injected, this luminous green goop causes the character to grow in size and turn green, rippling with muscle. Their BRT changes to 5 while their WIT becomes 1, their unarmed attacks cause 2d6 damage, and they gain a natural AC of 3. The transformation lasts for 1d6+1 rounds.

Ornithopter

A modified version of the windgliders used by the Horned Scale Folk of Nuzoz. A wood and brass frame with a pair of leather seats, a cluster of cut and shaped white crystals set within a steering wheel (upaway crystals that provide lift and direction), a windup mechanism that makes the wings flap, and two pairs of stretched leather wings. Windup takes 1 minute and lasts for 1 hour of flight.
Size: Medium, **HP:** 35, **AC:** 1, **SPD:** S, **MAN:** 0, **Crew:** 1 (+1 Passenger)

Repeating Crossbows

Copies of the two-handed bows used by Horned Scale Folk. These complex clockwork crossbows self-load by means of top-mounted hoppers of 6 bolts. This means that no separate action is required to load them, making them faster to operate. However, on any given attack with one, roll 1d6: a result of 1 indicates that the crossbow is jammed and will require several minutes of uninterrupted tinkering to unjam and reset. Does 1d6+1 damage.

Silver Tongue

If placed in the mouth it immediately and permanently replaces the individual's natural tongue. They gain +1 die on all attempts to persuade others but grow a small pair of horns.

The Cross Bow

A pistol-style crossbow of mahogany and red-copper. Any bolt fired from it that causes damage to a victim forces them to make a WIT roll (TN 5) or become utterly incensed, randomly attacking anyone nearby (friend or foe) for the next 1d6 rounds. GMs should roll to see who they attack each round.

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WHAT NEXT?

The following are a few suggestions of what might happen after, or as a result of, this adventure:

All Your Base Are Belong to Us: The PCs decide to renovate and claim the flying islet as their own home base.

One of Our Sky Lands is Missing: The PCs are contacted by kreeah representatives and hired to somehow return the drifting islet to its place among the other Sky Lands in Nuzoz. Unfortunately, new inhabitants have moved in.

Mr Squiffle's Revenge: Mr. Squiffle escapes, quickly learning to wield arcane power before gathering a body of followers and formulating a plan to enact his revenge on the PCs!

On the Path of Ookla the Thunderer: The PCs decide to explore the Etcher pyramid on Nuzoz.

Shut Up and Dance!: Clinkle Toes becomes a famed dancer all across FAL and hires the PCs to act as his bodyguards during a whirlwind tour.

Misadventures in the Materiosphere: Hyperactive human space traveler and thief, Adam Dugless, arrives on a “borrowed” starship and promises the PCs a cut of a big score if they join him in space.

Of Monzo & Padden: The PCs attempt to pass on Padden's message from the cell to Monzo in Terezot. This could lead to several other adventures when it turns out that Monzo is an orlok adventure capitalist.



