

PRINCE OF THE POWER OF THE AIR

Wherein in time past ye walked according to the course of this world, according to the prince of the power of the air, the spirit that now worketh in the children of disobedience. – Ephesians 2:2 KJV

The Exiles

Centuries ago the Harpinax searched for a world upon which to exile the aggressive and the malcontent of their race. At last they found a remote and uninhabited volcanic island upon the vast world of Cidri. Here technomages set up a floating platform to house the exile gate. Through this one-way gate their undesirables would be banished to this treacherous world, where they could harm none but themselves.

Long did the gate and its island remained undiscovered. Even now it appears on no map and bears no name, other than what the Harpinax dubbed it – *Shan'tamago*, “place of exile”. In all that time only one ship, the *Laputaire*, ever passed near the island and returned to shore with record of it, written in the diary of the ship’s navigator.

Elsewhere on Cidri, the young Marquis Luric Maldune was now himself an exile. Ejected from the royal household of the Duchy of Tynewold, he was stripped of all allowance and privilege, with only his title left to him. A haughty, quarrelsome, and dissolute young man, his sole virtue was a love of reading. It was this love that led him to purchase the diary of the *Laputaire* navigator, hoping to find a salacious memoir of nautical adventure. When he read the tantalizing passages about the unnamed island, with its floating platform surrounded by winged people high above the volcano, he knew that he would seek this place out.

Marshaling his remaining funds and calling in favors, he assembled a team of experts and provisioned the frigate *Kellamare* to seek out the island. With him was a master mechanic, a brilliant but ostracized sorcerer, and a retired draughtsman. The ship’s sailors would double as work staff once the island was reached. Or such was the plan.

Shortly after the ship landed upon the black sand beach, winged people descended from above. Luric hurried his team below decks as the sailors were set upon and slaughtered by the fliers. The survivors huddled together for a sleepless night redolent with the sounds of inhuman feasting and revelry. The next day Luric emerged with his team, discovering two from the ship’s crew who had also hidden. Together they warily regarded the sleeping attackers.

Such beings were unknown on Cidri, except in myth. They resembled women admixed with birds. Their humanoid bodies were covered in a coat of fine feathers. Great sweeping wings grew from their backs, and their hands and feet were scaly and taloned like those of birds. Their heads were long and narrow, with large wide-set eyes perched above a powerful beak.

These beings, Harpae, awoke and discovered the survivors at hand. The ship’s survivors were overmatched, seized, and carried aloft to the floating platform hovering above the slumbering volcano. It seemed they too would be killed and eaten, but Luric strove to communicate with the harpae, finally getting through just as death seemed imminent. He built a rapport with the harpae, and together they expanded the floating platform into a flying castle, which he named the *Olympetan*. Luric leveraged his bond with the harpae into a measure of authority and power, and once he explained to them his plans for conquest using the *Olympetan*, they were happy to go along.

And so it was that the disgraced Marquis Luric Maldune elevated himself to the Prince of the power of the air.

Setting

This adventure is designed for a moderate sized party (3-5) of somewhat experienced characters (34-36 attribute points each).

The Flying Castle & Its Residents

The flying castle appeared out of the clouds above the Sarseggo Sea. It decimated the peninsular village of Kikoteague, too poor and sparsely populated to be worth subjugating. The castle then turned its sights upon the town of Baytide. Spying a hermit in the shoreline woods, a flying envoy descended from the castle and relayed to him the commands of the castle’s Prince. The hermit was then sent on his way. He arrived in Bayide and conveyed the Prince’s demands to the town council – “prepare an offering of food, wine, riches, and 12 slaves, and the town will be spared for a time.” He described the destruction of Kikoteague – “After the winged folk had their sport, killing most and carrying away a few, there came a bellowing like a huge horn blowing. A wave swept over the huts like an unseen hand, pressing flat everything that lay in its path.” He paused. “By now that flying castle should be drawing nigh. I reckon ye’ll see it by the morrow.”

The Crew

“**Prince” Luric Maldune** is not a handsome or noteworthy man, though he carries himself with a royal bearing. Though in truth a Marquis, he styles himself a Prince, envisioning himself ultimately a King through the power of the *Olympetan*. His distinguishing mark is a lamp oil burn, the angry red scar running from below his left eye and cutting a line through his beard. ST 10, DX 11, IQ 15, MA 10. Talents: *Diplomacy, Writing, Courtly Graces, Detect Lies, Fencer*.

Barnacci the Mechanician is a fourth-generation mechanic, from a family that specializes in devices to pump air and water in useful and interesting ways. They have constructed a number of prominent fountains, bathhouses, and windmills. Luric tempted him with the

unknown secrets of the floating platform in the diary. A technophilic misanthrope, Barnacci is fascinated by Harpinax technology and cares very little about the evil way it is being used. To him, people are plentiful and commonplace; machines are rare and precious. ST 12, DX 11, IQ 13, MA 10. Talents: *Master Mechanician, Master Armorer, Locksmith, Ax/Mace*.

Thraudyn the Sorcerer was once highly ranked within the Wizards' Guild, acknowledged for her theorems on Gates. But she chafed at the Guild's restrictions on any experiments to open Gates into other realms. So she broke away from the Guild and continued her work in remote isolation. Knowing he would need a mage of her talents, Luric offered her a position on the voyage, promising future patronage of her work. Thraudyn was no great lover of humanity when part of the Guild; living in isolation has made her even less so. ST 9, DX 12, IQ 18, MA 10. Talents: *Mathematician*. Spells: *Create Gate, Control Gate, Spell Sniffer, Ward, Staff of Mastery (20 ST)*. Note: She also wears a ring enchanted with the *Flight* spell, in case she needs to leave the castle in mid-air.

Dontomas the Draughting Steward combined dedication and innate talent to become the finest draughtsman in Pellingstoke, capital of the Duchy of Tynewold. He gauges line and distance purely by sight, and draws plans that seldom needed revision. He rose swiftly through his profession to become steward of the Draughters' Union. He retired with honors, but has lost none of his brilliance or capability. He was intrigued by Luric's offer to build a literal castle in the sky. Dontomas is the most moral of the crew and was appalled by the destruction of Kikoteague. He carries out his duties, but is desperately planning on how to stop the Prince. The players will find a ready ally in him, unless they plan to seize the *Olympetan* for their own and continue the terror. In that case he will use his knowledge to try to destroy the engine. ST 9, DX 12, IQ 14, MA 10. Talents: *Architect, Writing, Guns, Drawing* (mundane).

"Bosun" Askewith the Boatswain was a competent seaman aboard the *Kellamare*, if limited in his intellectual and emotional breadth. Aboard the *Olympetan* he has been placed in charge of the slaves, where he is showing an immediate aptitude as a slavedriver. Askewith is petty, avaricious, and tends to play favorites. He likes flattery, fawning, and feeling powerful and respected. He gets none of those things from the others in the castle, and when he feels slighted he is prone to take it out on the slaves. If anything positive could be said about the Bosun, it's that he has a considerable talent for knitting. ST 14, DX 9, IQ 11, MA 10. Talents: *Shipbuilder, Swimming, Recognize Value, Brawling*.

Eusmann the Cooper was the other crew member from the *Kellamare* to survive. While his survival was due to luck, he has proven useful as the navigator aboard the *Olympetan*. He served on the *Kellamare* during some of their piratical

raiding missions, but is not inclined towards that life himself. He just hopes one day to establish his own cooperating business. Eusmann is overwhelmed by everything that has happened since the island and is going through the motions until the world makes sense again. He is the weak point in the crew and the one the players could exploit. ST 11, DX 10, IQ 10, MA 10. Talents: *Coopering* (mundane), *Swimming, Crossbow*.

The Slaves

There are three captives from Kikoteague here, to which the dozen from Baytide are added. The Kikoteague captives can provide advice and information about getting around the castle and dealing with the crew and harpae. One of them, Reydel, was the village healer and has the *Physicker* talent. The GM should create the slaves as desired, though most should be standard townie stock. The players are the covert power here. But under the right conditions the slaves can help and may even rise in revolt if the players tip the scales far enough.

The Harpae

There is a contingent of 18 harpae aboard the *Olympetan*, and every few days another arrives through the exile gate. All the harpae here understand the human language, and new arrivals acquire it quickly. They will still talk in Harpindac amongst themselves. Among their number are five distinct harpae, and the rest belong to a clannish flock.

Tew'tanagar, The Captain of the Guard, is the nominal head of the harpa community aboard the castle. Compact and powerful, she rules effectively through fear, being a skilled fighter who has killed opponents far larger than herself. But she also has a reputation for even-handedness, and most harpae trust in her decisions. She was exiled for working as a hired killer, and those who hired her were executed. Tew'tanagar's avian aspect resembles a secretarybird, with a stunning array of black crown feathers and a brilliant golden-orange face. She has a coat of white feathers with pale red spotting that looks like blood splatters she never fully washed off. ST 14, DX 12, IQ 12, MA 8/16. Talents: *Charisma* (Intimidation), *Tracking, Toughness* (2 levels), *Pole Weapons, Unarmed Combat III*.

Lah'liratee, The Magister, is the only wizard currently in residence among the harpa population here. She is also the community's magister, or religious leader, and she conducts the rites in the ritual room (Mid Deck B). She is not a violent criminal, but was exiled for practicing summoning magic, which is banned by the Harpinax unified rule. Lah'liratee's avian aspect is that of a saw-whet owl, with startling orange eyes ringed in black, a brown-and-white face with whorled markings that are almost hypnotic, and bark-brown plumage. The feathers around her black beak extend downward, giving her a look not unlike a bearded human wizard. ST 11, DX 12, IQ 15, MA 8/16. Talents: *Theologian, Writing*.

Spells: *Summon Scout, Summon Myrmidon, Calling, 3-hex Wall, Staff of Striking* (crosier), *Curse, Soothe*.

Note: On Shan'harpis the *Summon Myrmidon* spell summons a harpa myrmidon. On Cidri it works as usual.

Pom'padorum, The Great Brute, is a huge harpa with a mercurial temper. She can go from friendly to violent with no transition between, for reasons known only to herself. She was exiled when she proved too intractable and dangerous to anyone in her vicinity. The harpae here know how to mollify her, but the occasional newcomer learns too slowly and has their head wrenched from their shoulders. Pom'padorum's avian aspect resembles a bearded vulture, with a coat of black that is rimmed in silver, a ruff of dull red feathers about her neck, and a grey face with wide black bands running down her beak from her eyes. She has the unsettling habit of swallowing the bones from her meals. ST 16, DX 12, IQ 8, MA 8/16. Talents: *Pole Weapons, Brawling*.

Gal'gilamot, The Avunilist, is the harpa equivalent of a humanist. Her belief in egalitarianism runs against the grain of the venerable Harpinax caste system, and her refusal to stop advocating for *avunilism* is what got her exiled to Cidri. Her beliefs and her empathy extend beyond her own race, and she would gladly help the players stop the machinations of the Prince, though preferably without violence. Gal'gilamot's avian aspect resembles a blue grosbeak, with a brilliant coat of rich blue plumes, vibrant orange wing bars, and a heavy beak below penetrating eyes that give her a perpetually serious expression, even when she's joking. She accompanies the other harpae when they conduct raids on towns, but secretly she protects vulnerable locals during these operations. ST 12, DX 11, IQ 14, MA 8/16. Talents: *Vet, Physicker, Naturalist, Oratory* (mundane), *Pole Weapons*.

Hur'houtan, The Pilot, has an affinity for technology and was a Low Scientist (electrical engineer) on Shan'harpis. She was exiled for attempting to build a calculating engine without the permission and oversight of the Mathema Guild, the powerful guild of mathematicians and logicians. She devised many of the technological innovations that created the *Olympetan*. She isn't evil, but views the races of Cidri as sub-harpa animals and cares little what they do to each other. Hur'houtan's avian aspect is that of a cock-of-the-rock, with a brilliant red-orange crest and head, silver wings, and black body plumage. ST 11, DX 13, IQ 13, MA 8/16. Talents: *Master Mechanician, Writing, Remove Traps, Ax/Mace, Low Science* (harpa skill)

Sez'sidac & The Flock, is a group of nigh-identical harpae from a clan back on Shan'harpis. They only reveal their names to each other. The avian aspect of the flock members is that of a magpie, with feathers forming a sleek white coat and black hood, and wings the color of sword steel tipped in white. There are thirteen members of the flock, all with the same stats. ST 12, DX 12, IQ 9, MA 8/16. Talents: *Pickpocket, Recognize Value, Knife*. The leader of

Harpa

The Harpae are members of a race known as the *Harpinax*, from the world *Shan'harpis*. These bird-humanoids are strong, dexterous, and adaptable. Each Harpa outwardly appears female, but is in fact both female and male. They have long lifespans, easily reaching a century. Their body shape is humanoid, with head and wings resembling various species of birds, encompassing everything from hawks, owls, vultures, and crows to macaws, ducks, and songbirds. They do not have tails, but use their legs as flying rudders. Most can fly while carrying the weight a grown human.

The harpa breeding period occurs once each year for six weeks. Gestation is internal for the first three months, after which the young are "preborn" in a leathery egg sac. They spend another month growing rapidly within this egg before hatching. They are the size of a human toddler upon hatching, covered in a coat of pinfeathers. They can walk within the first week, and will fledge within two months, being fully able to fly at four months old. Young are breastfed during the pinfeather period, and then raised on regurgitated food until they are able to fly and hunt on their own.

Harpae start with ST 10, DX 10, IQ 8, and 4 extra points. They have MA 8 on the ground and 16 in the air. Their talons give them +3 in HTH combat. They favor melee weapons, particularly polearms, as well as thrown weapons. Very few wear any armor heavier than leather.

Harpae are born mimics, able to reproduce a wide variety of sounds. In spite of their rigid beaks they can speak any language easily, thanks to their complex vocal chords. All harpae naturally possess the *Mimic* talent. Their language, *Harpindac*, is unpronounceable to most other races (a non-harpa would need the *Mimic* talent to even approximate it), though its written form is easy to learn and similar to cuneiform.

While traditional wizards are not unknown amongst harpae, they are uncommon, with only around 1 in every 5,000 being a spellcaster. Most magic use among harpae is by technomages using High Science, a field melding science and magic. In High Science magic doesn't take the form of spells, but is treated as a type of energy. Non-magical engineering is Low Science.

Harpae as a whole love wine and song-poem storytelling. But individually they vary as much as any race.

the flock, Sez'sidac, is distinguished by her necklace of polished fulgurite. She is a charming psychopath who relishes her control over the flock, and she directed them in uncounted atrocities back on the homeworld. Her stats are ST 12, DX 13, IQ 12, MA 8/16. Talents: *Pickpocket, Assess Value, Charisma, Knife, Stealth*.

New Arrivals

If the GM wishes to add new harpae during the course of the adventure, they can arrive through the exile gate as long as that remains active. When creating new harpae, choosing the species of bird that resembles them can help in defining their physical traits and personality.

The Olympetan

The Floating Platform

The *Olympetan* is a mix of Cidri construction and Harpinax technology. The levitation engine and the exile gate are products of Harpinax high science, which incorporates elements of magic. The bulk of the *Olympetan* is stone and wood, built upon the floating platform. The Prince and his human crew have contrived a way to slowly propel the *Olympetan* forward through the air. At top speed and with a favorable wind, the *Olympetan* can move forward at five miles per hour. More often its pace is two miles per hour. It can change altitude at up to 600 feet a minute.

The levitation engine sits in the center of the floating platform, lifting and stabilizing it. It levitates through the use of “balanced force emission”, a force Luric’s team has found additional applications for. A small amount of force is redirected to propel the castle forward or make it turn. This same surplus can be shunted to a focusing projector that channels the force as a crushing beam (see the *Focus Projector* and *Fire Control* sections). This beam is what demolished Kikoteague. There isn’t enough spare force to power the propulsion system and the beam weapon at the same time.

Normally the levitation engine is virtually silent, but the expansions the crew have made resulted in more ambient noise. The sound isn’t overbearing, but it does saturate the castle with background white noise. This means activities and combat may be carried out in some places without others nearby hearing.

The Exile Gate

There is a permanent and stabilized gate within the *Olympetan*. It is a one-way gate from Shan’harpis, the Harpinax homeworld, to Cidri. It’s not known whether Shan’harpis is in this universe or a parallel one. It may be an alternate Earth where evolution took another course. From this world the Harpinax exile their undesirables to Cidri.

There are two kinds of exiles which are sent through the gate – criminals and malcontents. The former make up the

majority of the exiles, and their crimes range from the violent to the transgressive. The latter are more along the lines of political exiles, banished because they went against the prevailing social order of Harpinax society. They range from anarchists to pacifists to demagogues.

Due to the isolation of the island and the often violent natures of the exiles, there was never an excess of harpae there. New arrivals would either be culled or make their own space in the group by taking it from another.

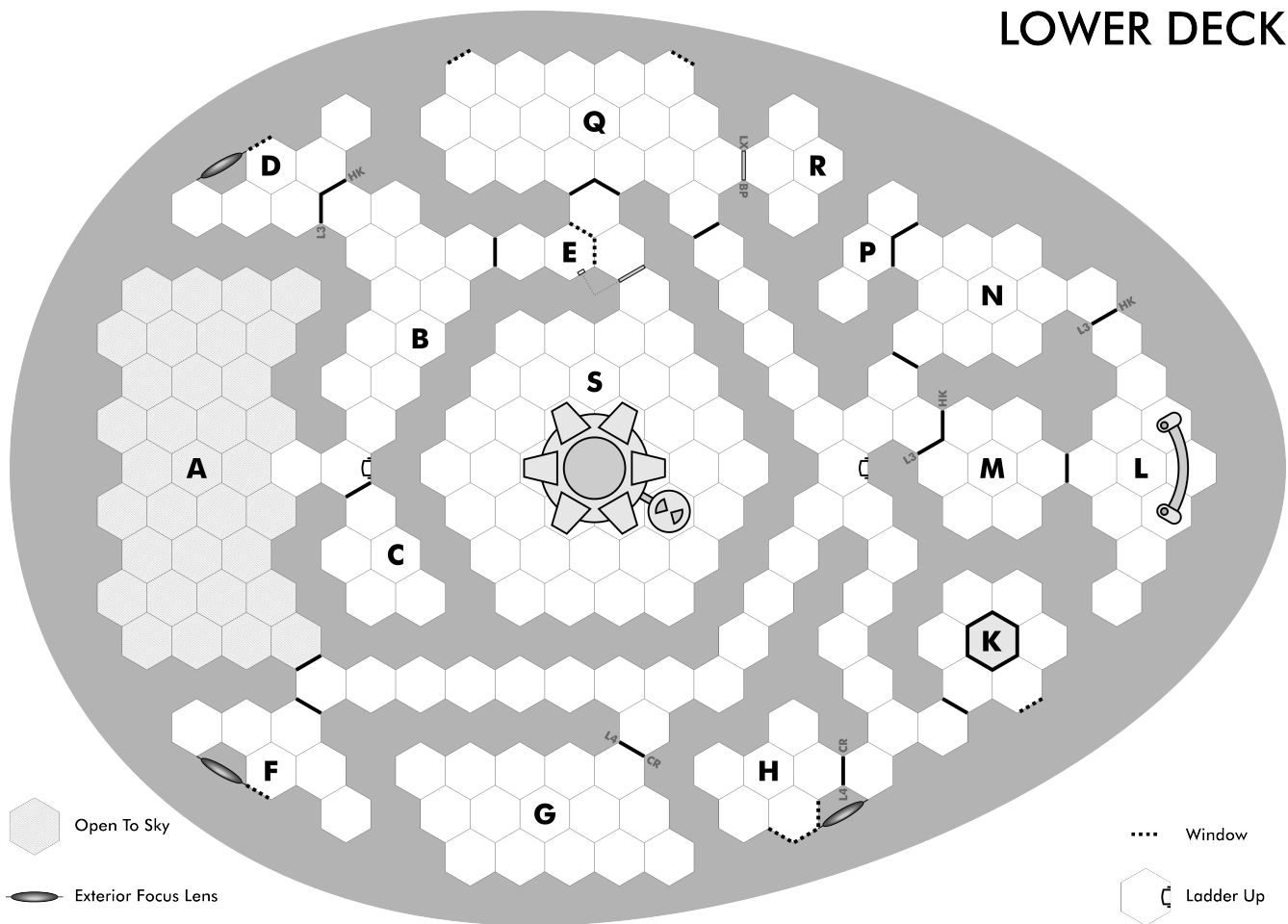
Layout

The *Olympetan* has a squat conic shape, not aerodynamic but stable. It has three levels, the lower deck being the largest and containing the majority of the Harpinax machinery. Most of the space dedicated to the harpae is on the lower deck as well. The mid deck is where the human crew have rooms, and where the slave quarters are. The upper deck houses the bridge and is where the Prince has his chambers. On the maps which follow, the front of the castle is on the right, and the rear on the left.

Regular doors are shown as thick black lines. Technological features, including technic doors, are shown as grey shapes outlined in black. Windows are large panes of thick Harpinax glass set into the walls, occupying almost the whole wall except for their support brackets. They admit light but do not open. They are indicated on the map by dotted lines. Interior areas are lit by luminous glass bars set where the walls meet the ceiling. These are powered by ambient force from the engine core, as long as they are within a thousand feet of the engine and the engine is working. Since there’s no way to turn the bars on and off, they are not installed in most cabins, so that it’s easier to sleep at night.

Doors marked with **HK** are locked (4/DX) with a Harpa Key. The named harpae each carry one of these, and there is a 2:6 chance that any flock harpa has one. All the human crew have one as well. Doors marked with **CR** are locked (5/DX) with a Crew Key. Only the human crew carry crew keys. Doors marked with **MS** are locked (6/DX) with a Master Key. Only the Prince has the master key, and it opens all mechanical locks. Every regular door can be locked with a Crew Key or Master Key, only the doors which are typically locked are marked as such. There is one technic door with a lock, the door into the Supply Shed (Lower Deck R). This can only be opened with the Bypass Key (**BP**) and cannot be picked. Technic doors are ten times stronger and more damage resistant than regular doors.

LOWER DECK



Lower Deck

A – Aerie (Harpa Roost) – Open to the outside air, there are perches set in the walls for the harpae to rest and sleep on. At the back of the castle the retaining wall is only a few feet high, so players should be careful not to fall over the edge. There are always harpae present here unless they are sheltering in room (B) or away on a raid.

B – Harpa Shelter Room – This is a room for the harpae to gather in when the weather outside is inhospitable. Usually it takes a very bad storm to drive them inside. There isn't much in the room apart from standing-around space. 1:6 chance that 1d3 harpae are present.

C – Harpa Supply Closet – Basic supplies for the harpae, such as linens, foodstuffs, wine jugs, and preening combs, are kept here. The closet is restocked by slaves whenever necessary. 1:6 chance there is a single harpa here getting supplies.

D – Armory – The harpae keep their weapons here, along with whetstones and weapon making supplies. They also keep the trinkets they loot from their victims in a communal chest here. If a harpa really cares about a trinket they will wear it all the time, otherwise it's fair game for the rest. 2:6 chance there is a harpa here. One of the propulsion focus

lenses is mounted on the outer wall of this room. There is a 2:6 chance of finding a single item of any basic weapon here, and there are always 1d each of crosiers and birdhooks (see *New Weapons*).

E – Engine Room Sentinel Post – One end of this room is sealed by a curved glass wall. A slave sits behind this wall and operates the switch (small grey box) that opens the technic door into the engine room. Only human crew can order the door opened, at least in theory. In practice, slaves carrying buckets of waste water and jugs for clean water are allowed access to the condenser singly or in pairs.

F – Sickbay – There are two simple straw beds in here and a basic medicine chest. This is for sick slaves, and technically for harpae, though they are very rarely ill since most of their pathogens aren't found on Cidri. 1:6 chance a slave is here. One of the propulsion focus lenses is mounted on the outer wall of this room.

G – Stores – This is the bulk storage area of the castle for general supplies. There is a locked cabinet in here where most of the offerings from Baytide are kept. Only the most desirable items from the offer chests have been removed and relocated to the treasury on the upper deck (G). 1:6 chance a harpa is present, and another 1:6 chance a slave is present.

H – Focus Projector – This room contains the machinery for focusing the engine’s balanced force into a beam of destructive pressure. The projector is an arrangement of mirrors and crystals inside a protective metal casing. The focus projection lens for the beam is mounted on the outside wall and is visible through the window. 4:6 chance a harpa is present to guard or operate it.

For damage purposes the focus projector has 30 ST and 4-point armor. It is a contrived system and much more fragile than genuine Harpinax tech. It does not self-repair and requires Hur’houtan or Barnacci three hours to restore each lost ST point. Thraudyn can also try to repair the damage with *Restore Device* from her spell tome, as long as the projector isn’t completely destroyed. If brought below 20 ST it will misfire 1-in-3 times, and below 10 ST it will misfire 2-in-3 times. If brought to 0 ST it is destroyed and will take the crew a month to build a new one, assuming Hur’houtan or Barnacci is available to build it.

K – Disposal Room – The crew has devised an ingenious way of dealing with wastes aboard the castle. They have used technical materials from the supply shed (R) to create a large metal tub in the middle of the room. Inside the tub is a *Goo* (see *In The Labyrinth*) taken from the volcanic island. The tub is ringed by electrodes that keep the goo from wandering out. It is fed food wastes from the kitchen, plus the contents of chamber pots and the weekly scrapings from the floor of the aerie. It seems healthy enough on this diet. Taking various organic wastes to the goo will be one of the slave duties for the players. Breaking the goo out is one way they can cause commotion and distraction in the castle. 1:6 chance a slave is present.

L – The Exile Gate Room – The room is dominated by the exile gate at one end, a high science gate that is sustained by magic and technology. It is far more stable than a purely magical gate and does not respond to the *Control Gate* spell nor *Gate Key/Lock/Seal* magic items. It looks like a wall of mercury inside a technological archway, and when a harpa is coming through it changes to crackling blue fog. There are always a pair of harpa guards on duty here, one of whom carries a harpa key. They orientate any harpae arriving through the gate, before Tew’tanagar and the Bosun can evaluate them.

For damage purposes the gate has 50 ST and 5-point armor. If it takes any damage it initiates self-repair, “healing” at 1 point per hour. If it takes more than 25 points of damage it shuts down until completely repaired. Bringing it to 0 ST does not destroy it, though if the engine is destroyed then it will not repair itself.

M – Waiting Chamber – Where newcomer harpae are held until they can be evaluated. 1:6 chance a new harpa is here. If one is, there is a further 1:6 chance each that Tew’tanagar and/or the Bosun are also present.

N – Harpa Lounge – This is where Tew’tanagar will hold harpa confabs, and outside of those times the room is available for any harpa that wants to use it. Gal’gilamot or Lah’liratee can often be found here, writing in their journals or studying books from the library. 3:6 chance 1d3 harpae are here.

P – Preening Room – Used by the harpae for grooming. It is stocked with aromatic powders that help clean feathers and remove mites. There are also colorful scented greases that some harpae paint their faces and talons with. 1:6 chance a harpa is here.

Q – Workbay – Barnacci is often here working on his “hydromic” suit. He has applied his knowledge of water feature design to compact Harpinax tech to create an armored suit powered by fluid pressure lines. The suit doubles his strength and acts like plate armor. It’s not exactly field-ready, and after the first turn it has a 1-in-6 chance of seizing up each turn he uses, leaving him helpless. He has to roll 3/IQ to get it going again in these situations. 3:6 chance he is here during the day.

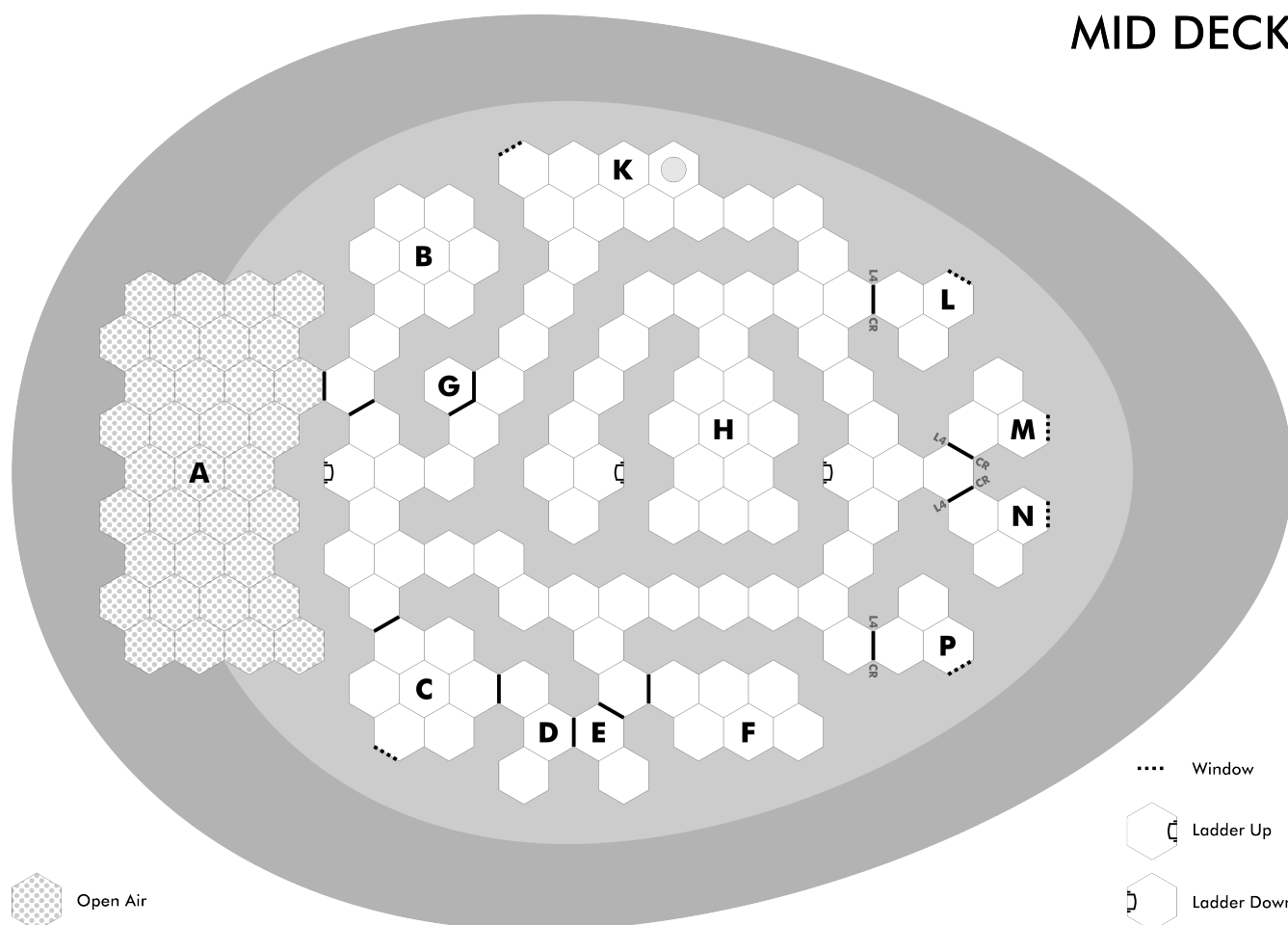
R – Supply Shed – This room is an original structure of the floating platform, a supply shed for the self-maintaining platform system. Some technological items remain here, plus large curved panes of the Harpinax glass that has been reused in the castle’s construction. The shed door is technic, originally requiring an authorization key. An exiled dissident created a bypass key for the human crew and this now opens the door. Usually the key is carried by Barnacci, as he keeps workshop materials in the shed.

S – The Engine Room – The massive levitation engine takes up the center of the room. It is a great metal dome festooned with clamps and protrusions. There are unfamiliar markings and symbols painted on it. It is capable of diagnosing and repairing itself unless profoundly damaged.

For damage purposes the engine has 100 ST and 6-point armor. A by-product of the engine’s techno-magical nature is that it produces a *Spell Shield* around itself of sufficient intensity that magical attacks have no effect on it. Any damage done to the engine is self-repaired at 1 point per hour. If brought below 75 ST there is no spare power for propulsion or the focused beam weapon. Below 50 ST it puts the exile gate into standby. Below 25 ST it goes into failsafe mode and begins a controlled descent to the ground. If brought to 0 ST it enters denial mode and liquefies all connected technical systems, including itself, rendering all tech inert and useless. If it goes into denial mode while airborne, the *Olympetan* will plummet to the ground.

Beside the engine is a condenser unit. It draws water from the air and processes waste water to produce clean water. This can be tapped for consumption, and is the primary water source for the castle (the other is rain collection). It has a 25 ST and the same armor, shield effect, and repair rate as the engine.

MID DECK



Mid Deck

A – Aerie – Only fliers can reach the door here to the ritual room (B) here.

Caw-caragu

Roughly translating as “the name unfading”, *caw-caragu* is the harpa philosophy that one must accomplish a notable deed or else be erased from the memory of the world. At the end of time the litany of great names is sung and those named are called back to life, while the erased languish forever in the unlit nowhere of limbo. In the true form of this philosophy the notable deed must be a virtuous one, but among the outcasts it has been warped to allow any grand deed, even foul and monstrous ones.

The suppressed philosophy of *avunilism* is *caw-caragu*’s opposite. *Avunilism* advocates for the common weal and posits that great deeds are achieved through cooperation and collaboration.

B – Harpa Ritual Room – Here the harpae perform rituals that enhance their focus on *caw-caragu* (see boxout). A different notable harpa from legend is chosen each time as the centerpiece of the ritual, with the hope that the virtues

and talents of that harpa will convey upon the attendants. Interrupting the ritual is a good way to get killed, and the human crew knows better than to do so. Rituals occur on an irregular schedule, but usually happen every day.

C – Slave Quarters – There are six simple straw beds here and bedrolls for the rest. There’s also a small table with three chairs. A wardrobe contains burlap smocks and leather sandals. Each slave is given a wooden cup and bowl. Otherwise the room is bare.

D – Slave Lavy – Bathing tubs and a basin for laundry.

E – Crew Lavy – Bathing tubs and grooming supplies (combs, straight razors, barber shears).

F – Research Library – Books, scrolls, plans, and writing tools are here for the use of the crew. Dontomas is often found here, studying plans and working on defanging the *Olympetan* under the guise of making improvements. 3:6 chance he is here.

G – Slave Supply Closet – Brooms, scrubbers, cloths, buckets, lye soap, and other things slaves are likely to use on a daily basis are stored here.

H – Mess Hall – The dining area for the crew and slaves. Slaves dine once in the morning before starting work and again in the evening when finished. There is a break in the

middle when hot tea or broth is served. The crew doesn't have set meal times and stop in whenever they want. The Prince never comes here. 1:6 a crew member is here.

K – Kitchen – Along the walls are prep tables, pots and pans on hooks, a dried meats cabinet, a bread bin, barrels of biscuits and pickled vegetables, and sacks of flour and millet. In one corner a stone hearth allows for basic baking, boiling, and frying. A flue above the hearth (circle inside hex) carries smoke outside the castle. A small cord of wood is here for the hearth, the rest is in the stores (Lower Deck G).

L – Eusmann Cabin – When Eusmann isn't working as the navigator, he is in bed here, suffering from insomnia. His current mental state is precarious and he has resorted to taking opium in order to sleep. The cabin is simply furnished with a comfortable bed, a locking cabinet (4/DX lock), a straight-backed chair, and an oil lamp. Inside the cabinet are his accumulated savings, consisting of \$842 in mixed silver and gold coins, an opal ring (\$140), a gold locket with a snippet of hair in it, presumably from a sweetheart (\$80), plus three bottles of opium tincture (\$40 each).

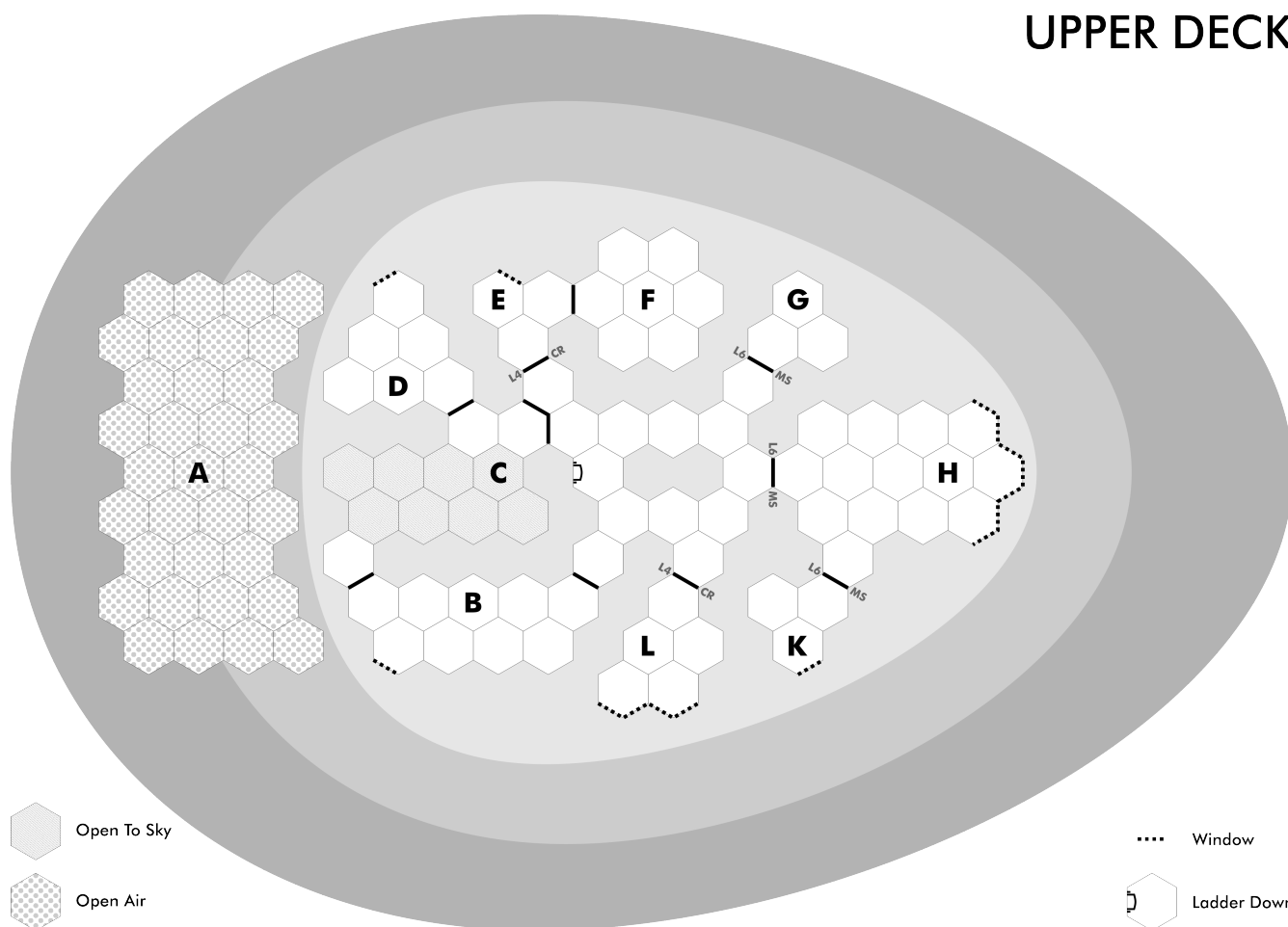
M – Barnacci Cabin – Barnacci often works late at night here, drawing mechanical plans on a wide desk littered with candle stubs. His bedding is stained with machine grease that never fully washes out. There is a puzzle box mounted to the underside of the desk (4/IQ to find on a random

search), easily unmounted but requiring 5/IQ to open. If not opened properly it triggers a *Corrosive Poison* gas bomb. Inside the box are 5 small platinum ingots (\$400 each), a *Knock* key, and his great-grandfather's loupe (\$50).

N – Dontomas Cabin – Dontomas keeps odd hours and when he is here he is sleeping or planning. The room is clean and orderly, the bedside table stacked with books, and a lantern hangs from a ceiling chain. A storage safe is cunningly hidden in the wall (5/IQ to spot) and is trapped (4/IQ to spot, 4/DX to disarm). The trap bursts a bladder of violet ink on whomever opens the safe, harmlessly marking them. Inside is \$271 in silver and a carved onyx fetish he found on the unnamed island (worth anywhere from \$100 to \$2500, depending on the buyer). There are also 4 excavation charges (see *New Weapons*). He intends to use them as a last resort to destroy the engine.

P – Askewith Cabin – Askewith is only here when sleeping, and he sleeps like the dead. A hammock is strung where the bed would be. A ship's lantern from the *Kellamare* is on a wooden crate that serves as a table. Clothes are scattered on the floor and draped over the seaman's chest in the corner. The chest has a 5/DX lock and Askewith wears the key around his neck. Inside are three ingots of gold (\$200 each), a 70-year-old bottle of fire brandy (\$300 to a connoisseur), and a pamphlet containing bawdy illustrations.

UPPER DECK



Upper Deck

A – Aerie – Not directly accessible from this floor, but a flier could reach the courtyard (C) from here.

B – Gathering Room – This is where the Prince gathers the crew for formal dinners or to discuss plans. Also where he would meet with guests or captives.

C – Courtyard – Most of this room is open to the sky. It is one of the few places the human crew can come to feel the wind and gaze at the stars. There is a canvas awning that can be rolled out over the top when weather is terrible. It is very cold here when the castle flies above the clouds. 1:6 chance a crew member is here.

D – Attic – Originally the Prince's quarters, until he ended up spending most of his waking hours on the bridge. He turned the ready room into his apartment (K). This room has become *ad hoc* storage. There are woodworking tools here, along with half-finished furniture projects Eusmann started. The crew rarely thinks of this room, and that plus the clutter makes it an excellent hiding spot for the players.

E – Thraudyn Cabin – Thraudyn spends much of her time in her cabin and the adjoining magic workshop. She makes an occasional appearance in the Mess Hall or Library, but most of the time she is on the Upper Deck. When not in

her rooms she is often in Courtyard or Crew Lounge. Her cabin is darkened and muffled by damask silk on the walls. There is a round divan bed and a twisted wooden stand beside it holding a crystal orb. The orb is an enchanted light source and can be turned on and off with a touch. There is an iron-banded chest covered in runes, and *Ward* cast in the same area. The chest has a 6/DX lock, and the key stays with her. Inside is a spell tome written in Sorcerer's Tongue containing the spells *Scrying*, *Remove Thrown Spell*, and *Restore Device*. There is also a *Fireball* rod (3 points) and a pouch of cut gems worth \$640.

F – Magic Workshop – This unlit room reeks of exotic oils and rare plants. There are spellcasting accouterments all about, including crystals, bones, and a dark wood pedestal bearing a shallow silver dish for scrying. The whole interior of the room is painted black and covered with lines and sigils in colored chalk. It's rather disorienting. 1:6 chance Thaudryn is here.

G – Treasury – Before the *Olympetan* made landfall, it looted a number of ships on its way across the Sarseggo Sea. Bounty from these conquests are stored here, as are any precious or magical items from the Baytide offerings. Among the loot are sacks of copper and silver coins totaling

\$4536, a jeweled gold cicada figurine worth at least \$1300, a sash belt of *Silent Movement*, and a small statue carved from imperial porphyry depicting a creature that is a mixture of ogre, dragonfly, and snail. Anyone who sleeps alone in the presence of the statue will awake screaming, but unable to recall why.

H – Bridge – An elevated seat in the front center of the bridge is where the Prince sits as the captain and commander. Forward on his left is the navigator, Eusmann, with a sextant, compass, atlases and maps. Forward right is the pilot, Hur'houtan, who is able to direct the levitation and propulsion systems from a technological console rigged to the engine housing. There is always at least one of the bridge crew (Prince, Eusmann, Hur'houtan) here, and half the time all three are here.

K – Prince's Quarters – The Prince's cabin is clad in warm burl wood and lined with shelving. The Prince doesn't keep any monetary treasure here, that's all in the Treasury room. Here he has the many books that he loves. A glass candle lantern rests beside a sumptuous bed, with a plush reading chair nearby. An ornate incense burner carved from nephrite (\$280) sits in a wall bracket.

L – Fire Control – This room is manned during assaults by the fire control officer, Barnacci. Speaking tubes in the walls connect the room to the bridge. The officer receives orders from the bridge and operates the beam projector from this room.

Unwelcome Aboard

The only practical way for the players to get aboard the *Olympetan* will be secreted among the slaves. They will not be able to carry weapons or armor, but may take magic items that resemble common jewelry or garments. They should try to dress plainly, and anything that looks too aggressive or conspicuous for a slave would be confiscated. Beyond that, there is a 1:6 chance for each player that the harpa guards will take a liking to something they are wearing (shiny jewelry in particular) and take it from them.

They may be able to conceal some weapons and other items among the treasure caskets being offered to the Prince, in false bottoms and so forth. There is a risk of the hidden items being found, of course, and the treasure will be taken to a different part of the flying castle than the slaves, so they'll need to seek their items out. In the meantime they will have to make do with their hands and whatever they can find or steal.

The alchemists of Baytide produce a variant of the healing potion distilled from crab ichor. It is milky blue in color and works fine, but tastes appallingly like rotting shellfish. Humans, elves, and halflings drinking one for the first time should roll 3/ST to avoid gagging and puking it back up. Other races are less bothered by the taste. The townsfolk will include a dozen of these potions among the offerings to the Prince, and the unpleasant smell of the

potions makes it unlikely they will be used before the players locate them.

The slaves and the offerings will be carried up to the castle by the harpae. When everyone is aboard they will feel a lurch as the *Olympetan* sets into motion. The castle is leaving Baytide (for now) to pillage some outlying villages. How many more people will suffer depends on the players.

First We Were Slaves

Once aboard the *Olympetan*, the players and those from Baytide will be installed in the slave quarters. Each is issued a grey clay disc on a neck cord. Each disc has a different harpa number symbol scratched into it. Slaves are overseen by Askewith. Everyone calls him Bosun, but slaves are expected to call him "Mister Askewith, sir."

Here are the general instructions to slaves:

1. Wear your slave medallion at all times.
2. Obey the crew and the harpae.
3. Only go where your duties require.
4. No fighting.

One of the most important slave duties is gathering jugs of fresh water from the condenser in the engine room, and taking buckets of dirty water there to be purified. This is what will get the players into the engine room without supervision, as this task is so routine that the crew has stopped bothering to oversee it.

Other common slave duties are:

- Drudgery - mopping, washing, mending, assisting in repairs and maintenance
- Scullery - cooking, brewing tea, serving wine, cleaning crockery
- Sanitation - taking chambers pots to the goo (Lower Deck K), mucking out the aerie
- Errands - fetching items for the crew, such as tools or books, and other miscellaneous tasks

The GM should be creative in inventing chores. Maybe a harpa wants a sparring partner for a fight, or one of the crew wants a foot-rub. Throw in interesting and unexpected tasks, these can turn into opportunities for the players to respond in novel ways.

Investigation & Revolt

The adventure is likely to play out in two phases - investigation and revolt. It is to the players' benefit to move and act undetected aboard the *Olympetan* for as long as possible. This will give them a chance to learn the layout of the vessel, locate strategic points and weaknesses, and hopefully find and recover their equipment. Then they can plan their attack, and possibly foment an uprising among the slaves as well.

If the players obtain or recover weapons and armor, they will need to thoroughly conceal them under their clothes to avoid raising suspicion. The downside is that if they end up in a fight, it will take them a full turn to bring the weapons

out of concealment, leaving them vulnerable. Two-handed weapons and bows cannot be concealed on the person.

Encounters

For most rooms there is an indication of how likely others will be present when the players enter it. If there are crew or harpae present, the GM can use a random roll to determine which ones. For the crew roll one die, ignoring the Prince result if the room isn't on the Upper Deck. For the harpae, roll on the Harpa column to see if it's one of the flock or a named harpa, and if named roll again to see which one. Rolling a dead or incapacitated crewman should be rerolled, and rolling a dead or incapacitated harpa becomes a flock harpa.

Roll	Crew	Harpa	Named Harpa
1	Askewith	flock	Tew'tanagar
2	Eusmann	flock	Lah'liratee
3	Barnacci	flock	Pom'padorum
4	Dontomas	flock	Gal'gilamot
5	Thraudyn	named	Hur'houtan
6	The Prince	named	Sez'sidac

Non-harpa humanoids are difficult for the harpae to tell apart, which is why the slaves wear the numbered medallions. The harpae can tell races apart easily enough, but have trouble recognizing individual differences within races until they have spend a good amount of time around those individuals. Thus it is usually the players' behavior they will observe.

Most of the time, if the players are behaving as expected, the harpae won't interfere with them. However, you can introduce a bit of the unexpected by occasionally making a reaction roll for the harpae. Give the players a +1 bonus of they are doing slave work diligently, and a -1 if they are out of place or acting suspiciously. Note that the *Sex Appeal* talent has no effect on harpae, but *Charisma* does. On a very bad reaction the harpae will attack or take the players before Askewith for punishment. On a very good reaction they ignore the player and may inadvertently help them, such as opening a door normally prohibited to the players.

If the players do cause trouble, there is a risk that the other slaves will be punished as well. This would be done in part to deter the players, and in part because the harpae can't always tell who is who among the slaves. They would rather punish everyone then let the guilty off by chance.

It Never Rains But It Pours

One tactic the players may opt for is to wait until the *Olympetan* is besieging a town. When this happens all the harpae will be out of the castle attacking the town, except for Hur'houtan, who will be on the bridge with the Prince and Eusmann. With the castle emptied out the players will have a better chance at taking down the crew. The players will still have to deal with the harpae when they return, and the harpae may or may not listen to negotiations. And while this

may be a tactically sound approach, it also means that the town below is going to suffer.

Aftermath

Depending on what the players do, the gate may still be around to let more harpae into the world. Surviving harpae may take back the flying platform and steer it where they want it. The threat of the *Olympetan* should be ended, but this doesn't have to be the end of harpae on Cidri. Even if the platform is totally destroyed, the ruling elite on Shan'harpis may decided it was merely a centuries-old device failing at last, and set about installing another one.

Note that the ruling elite would almost never exile a harpa with knowledge of High Science. They wouldn't want that harpa tinkering with the engine or gate, or worse, teaching High Science to the locals.

New Weapons

Crosier

1d+2, ST 11, 5 lbs, *Quarterstaff* talent

This harpa weapon is a long pole of tempered wood with a hooked end shaped like a shepherd's crook. Treat as a Quarterstaff, except the hooked end allows for additional alternate attacks. These alternate attacks are done in lieu of damage.

Disarm - Works the same way as a quarterstaff disarm.

Trip - Catch and pull a leg with the hooked end. Attack is made at -4 DX, and target must make a 3/adjDX roll to keep their footing.

Restrain - Hook the target by the neck. Attack is -4 DX, success means target cannot disengage or change hexes on the next turn. The target can try to get free with a 3/adjDX roll on their next move. The crosier cannot be used for another attack until the target is released or frees themself.

Birdhook

1d+3, ST 12, 12 lbs, 2 yard reach, *Pole Weapons* talent

This harpa polearm is very similar to a Yorkshire billhook, except it is always of two-handed length. It has a double-sided head made of metal or obsidian, one side a flat cutting edge and the other a sharpened curved hook. In game terms it lies between a 2-handed Spear and a Halberd. It is not designed for throwing.

Excavation Charge

This gunpowder bomb is similar to a grenade but larger and without iron shrapnel inside. It is not designed to be a weapon but is used by quarriers to blast out large slabs of stone. It does 3d damage to anyone (and anything) in the same megahex where it goes off, 2d to the adjacent megahexes, and 1d to the next megahexes beyond those. The concussive effect reaches 5 megahexes from the blast, and anyone in that area must make a 3/ST roll or fall to the ground. Requires 8 gunpowder charges to make, weighs 4 lbs, and sells for \$900.