



The Lost Airship Adventure Supplement



Regional Map

Part of the Gnarlhills

1. Ruins of the Eldertower
2. The Three Brothers Tree
3. Ruined Hall of the Whispering Moot (airship)
4. Ruins of Tower Silvergard
5. Ruins of the Temple of Autumn Sunlight

Inside this adventure supplement:

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Setting description

These forested hills are a wild place. The Gnarlhills, people in the villages on their border call them now, but the Elves who once lived here called them the Hills of the Whispering Leaf. Secrets have always drifted among the trees. People have always hidden here, mysteries have long abounded. The forest is a place of many dangers that keep away the general tide of civilisation. The Elven people knew how to navigate the natural threats of the hills, but even they, in time left the forest to its trees.

It is long now since the Elven people moved on. Only scattered ruins remain of their time in the hills, but many secrets lay hidden among them. One such ruin is an ancient sink hole, that the Elves used as a ceremonial meeting space. Building a grand, staired entrance and carving out a passage through to the sunken chamber, The Hall of the Whispering Moot was a sacred space where many important issues were wrangled by the Elders.

Today, the space is wild and overgrown. On the crumbling steps, once flanked by an Elven Guard, wild animals fight or hunt. But inside, among the vines, something secret has been hidden. A ship of the air, *The Lyre of the Wind Goddess*. Elven in design and decoration, the ship fills the old sink hole. Has this extraordinary craft lain hidden here since the old Elves left? Or was it stashed here more recently, perhaps by someone who still remembers its hiding place? Someone who might come back for it, or maybe even someone who is still here? In need of some repair, but not beyond saving, anyone who discovered *The Lyre* here would be astonished by their find — but could more astonishing adventures await them in the skies?

Variant settings

Variant 1: The House of the Scorpion

The wide, dry Robber desert is harsh. Travellers might journey weeks without finding water. Hidden in a quiet valley, a small bright oasis draws the desperate to its cool, fresh waters and the shade of the old temple. Once this was a place of rejoice and thankful prayer. Now, those who stagger inside to escape the sun meet a greater threat. The monstrous Scorpion lurks inside. Scuttling. Breeding. Waiting to feed.



Variant 2: The Sunken Temple



All along the coast there are signs of the old civilisation of the elves - their castles, temples and halls - from the days before they left these lands. Particularly intriguing to travellers is the sunken temple near Glarton, its underwater steps ascending to a dark, inviting entrance. Locals often

go diving here for pockshells, a delicacy, but avoid approaching the ruined temple. Sea devils live there now, they say. A shame, as the old, flooded temple is beautiful to explore, a winding, sparkling place of old magic. Could what dwells inside really be so bad?

Variant 3: The Hall of the Eight

See our DM's Resource Page for ideas for using this setting.

Story Ideas

Plot hook 1:

A Guide to Danger

People around here speak of a great treasure once held by the Gnarlhill Elves. No one can quite agree on its nature—some say a white marble bird with jewelled eyes, others believe it a dragon statue with mechanical wings. Whatever its nature, it lies lost somewhere in a temple in the forested hills. Curious, and keen for a bit of a treasure hunt, the party's investigation leads them to a hill-guide, Nevion, who claims to have located the place. "To my eyes, it's an Elf meeting chamber. Not that I could check inside—it's very dangerous over there. I couldn't get near the place. Just spied it from afar." But guides will guide, and Nevion agrees to show the party the way. Can they negotiate the dangers to which Nevion will lead them and find the treasure inside the old Elven hall?

Plot hook 2:

The Lyre of the Dying Elf

Looking for a spot in the woods along the coast to make camp, the party stumble across a dying elf, his head resting on a gnarled root. He laughs a little, before breaking into a choking cough. "Finally... finally someone passing through." Beulhinnalf says he was once the captain of a magnificent ship *The Lyre of the Wind Goddess*. Many years have passed since he sailed her, yet he has long been fated to die a slow, painful death, having been unable to save his beloved crew from the plague. "Each of them died in my arms," he sobs. "I nursed them to their deaths with such love. But I do not want to remember any more. To suffer with my memories as I wait for my last breath. Please... please, if you can finish me off quick, you may take this map that shows where my beautiful ship is hidden. Just a swift, painless staving-in. Don't leave an old elf to suffer this way."

Plot hook 3:

Riyhano's Request

In the village of Little Tharnsted an old evil has risen. The vicious spirit has filled the church and bleeds through the walls across the graveyard. It calls only the word "Riihhhhyyaannnoooo". Helpless, the village leaders have called in the party, but what can they do? Perhaps if they cast an ear towards the muttering village beggar woman—the oldest person in the village, some say—they might hear that this evil, the Seeping Eye, came once before, long ago. That the elf Riyhano was one of the adventurers who drove it away, caged it. The village chronicle shows Riyhano left here, broken—spent—and retired to some old elven sacred space she knew of in the Gnarlhills, some way to the north. Could she still be there? And will she help?

NPCs

Nevion, a guide in the Gnarlhills

Nevion was never what he seemed. When he was a boy, his angelic golden curls hid his sulky, vengeful nature. When he was schooled at the Wizard Academy, his skill at lying, pretence and prevarication obscured his lack of magical talent. And when he came to the hills, looking for the Lyre Crystal that he believed would boost his weak magic manifold, he easily convinced local villagers he was a woodsy fellow with great tracking skills, excellent historical knowledge and a love of forest creatures. Of course, his tracking skills were good and he had read extensively about the Gnarlhills in the Great Library, but he was getting sick of all this nonsense. And he hated the disgusting animals in the woods. Why did they have to be so horribly dangerous around here? If only someone would show up who could help Nevion get in the Moot Hall. Then he'd get his hands on that crystal. Then no one could stop him.

Beulhinnalf, a dying Elf captain

He lay by the tree, remembering the days of his youth among the forested hills. They flew in those days, him and his crew! Oh that ship was beautiful, as majestic as the forest in which she'd been crafted. And years later, years after they'd all left the Hills of the Whispering Leaf, when Beulhinnalf decided he would slay the crew, he took her back there. Landed her in the old Moot Hall. Murdered those scum one by one. What was it they'd done again? He found it hard to remember now. Maybe it was nothing... maybe they'd crossed him... maybe he was just rotten inside. Those days have all shifted and merged. But Beulhinnalf knows now why he suffers. He knows that this painful, slow crawl to death is his punishment for what he did back then. He still hopes to escape this fate, but he has no strength left to take a knife to himself. Oh, what he'd give for some help! Yes, he'd even give up the resting place of his beautiful *Goddess*.

Riyhano, a retired adventurer

Riyhano loved those days in the adventuring party. The camaraderie! The fun they had! She'd grown up in such a stilted, closeted Elven community in the Whispering Leaf. When her people moved on, Riyhano's path diverged and she left for adventure in the wider world. A skilled fighter, with an airship to boot, she quickly gained work and allies. But Elves live long and she saw her human friends grow old, retire, die. It was a sadness Riyhano learned to endure. Until the Seeping Eye came. Until its evil finished her friends Bennjon and Piritha. The party fought for so many hours in Tharnsted and by the time Riyhano used the Iris Blade to send that evil back to the Shadow plane, she was the only one left alive. The people of the village didn't care. They had regained everything and Riyhano left there with nothing. Broken, she returned to the place she had once called home. Grounded *The Lyre* for good. Ended her adventuring days and embraced the quiet wildness of the Whispering Moot.

Useful tables



Useful table 1: Around the sink-hole chamber (set dressing)

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| 1 | A carved slab of stone is embedded into the cliff face here. Written in Elvish, it's a set of rules and declarations relating to the Elven Moot. |
| 2 | These old crates are falling apart, with most of the contents ruined. However, one contains a fine Mithral shield. The face is engraved with a rampant unicorn emblem. |
| 3 | The planking on the deck here is rotten and weak, sagging under its own weight. It breaks easily if anyone steps on it, creating a hold with jagged edges that puncture the skin. |
| 4 | The ship's wheel spins freely, clearly no longer attached to the tiller rope. However, when it's spun 10 times clockwise a small compartment opens in the base. Wrapped in a velvet cloth is a pair of diamonds and a golden sextant. |
| 5 | Vines and roots have grown over the railing of the ship. Tangled amongst the stems is an old leather satchel. It contains a map wrapped in oilskins. Depicting an area you don't recognise, a distinctive two-spired church is in its southwest and a cross is marked in the centre of a lake. |
| 6 | The skeleton of a very large snake is lodged into a space on the underside of the large canvas fin. Amongst the old bones and rubbish on the ground beneath its nest are a pair of crushed golden bracers and an obsidian dagger. |
| 7 | The boxes beneath the fin are in good condition but locked. If forced open, they reveal a set of 12 filled potion bottles, tightly packed with wool to keep them intact. The contents is only identifiable by someone with skill. |
| 8 | The walls in this corridor are decorated with fading murals, depicting a multitude of Elves attending a great meeting. Set into the hand of a white-haired child is a smooth, green stone. |

Useful table 2: Fixing the airship

Whether the party need to fix up the ship for the adventurer Rihyano, or whether they want to fix up the airship for their own use, here is list of things that need doing to get everything shipshape.

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|----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | The bilge is infested with poisonous spiders. They need to be cleared out before repairs can begin. They lay eggs in every small gap in the wood they can find. |
| 2 | There are too many gaps between the strakes. You need to caulk the holes with vines and make up a pot of pitch and seal the seams. |
| 3 | The canvas of the balloon is mildewed and full of tears and rips. Suitable patches need to be made and applied to prevent air leaking. The whole balloon also needs rewaxing. |
| 4 | The tiller ropes that run from the ship's wheel to the rudder have decayed and frayed. New ones need to be made and fitted. |
| 5 | Half of the planks on the upper deck are rotten and breaking underfoot. Fresh timbers need to be prepared to replace them. |
| 6 | The ropes that attach the balloon to the hull of the ship are a tangled, knotted mess. They need to be untangled and sorted before the balloon can be raised. |
| 7 | Some of the wooden spars on the fins are infested with termites. Remove and replace those that are affected. |
| 8 | An aggressive, feral raccoon has taken over the captain's hammock. Rehome it. |
| 9 | The whole ship needs a good coat of paint to protect the wood. There are some old jars of paint in the stores, but more can be made using local minerals. |
| 10 | The ships provisions need to be restocked. It needs a dozen barrels of fresh water and enough preserved food for a month before it should attempt a voyage. |

Combat

Useful table 3: Encounters with danger at the forested entrance

- 1 A group of highly territorial and aggressive centaurs have claimed the area as hunting grounds and attack any intruders.
- 2 A pack of deinonychus live in this valley and use ambush tactics to catch their prey. They are expert at stalking.
- 3 A coven of three green hags live close to the ruins and use an enchanted crow to spy on the area, allowing them to identify potential victims who wander near, unaware.
- 4 A gang of hobgoblin bandits, captained by a half-ogre, operate in this area. They don't take prisoners, but they do regularly take their lunch on the old steps.
- 5 The unsettling quiet in this part of the forest is due to a shambling mound that lives at the base of the cliff. It seizes and devours unwary travellers.
- 6 Over the years many adventurers have met their demise here. Several of them persist as undead. Two wights and eight skeletons haunt this place, rising from the tangled roots.
- 7 A young green dragon, nursing a recent injury, is recuperating in the valley. Unable to fly, it is more aggressive than usual - and very hungry!
- 8 A pack consisting of over a dozen apes live in the forest here. Highly intelligent, they swarm over intruders and attempt to tear them limb from limb or crush them with thrown boulders.

Useful table 4: Nevion's crystal attacks

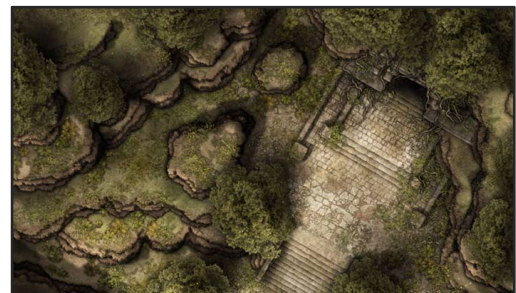
A magic crystal powers the airship. Once Nevion gets his hands on it he can use it to boost his dark magic. He will attack anyone who tries to stop him taking the crystal for himself. Here are some of his magic attacks.

- 1 Nevion levitates a dozen large chunks of stone before sending them hurtling towards his opponents at great speed.
- 2 The crystal sends out a shockwave that creates a temporary vacuum in its wake, up to 30ft from Nevion. Anyone caught in the effect is stunned as the air is pulled from their lungs.
- 3 Nevion uses the power of the crystal to pick up an opponent (up to medium in size) and hurl them up to 40ft against a wall.
- 4 If Nevion points the crystal at a creature, a powerful jet of air punches into them. In addition to causing force damage, it also threatens to strip weapons and armour from them.
- 5 Nevion can use the crystal to levitate high above the battlefield, moving rapidly at height to attack with impunity.
- 6 A huge vortex forms around Nevion. It's impossible to see or shoot arrows at him, and opponents need to battle through the whipping wind, filled with debris, to close for melee combat.

Useful table 5: Skeleton crew

If you want to use the murdered crew of the elven airship as an undead threat in the sink hole chamber, here are some identifying features you can use to make combat more fun.

- 1 Knife-skull, wearing tattered remnants of a pink velvet coat, staggers from the ship's aft.
- 2 Stab-eye, still wearing a green bandana and brandishing a boarding axe, crawls from beneath the canvas of the balloon.
- 3 Sword-in-chest, raises up from behind some crates and pulls the still-sharp blade from his chest.
- 4 Crush-jaw, draped with the remains of her dried, tattooed skin, is lying on the boarding plank and grasps towards you with her clawing hands.
- 5 Jigsaw-head, lurking on a rocky ledge with his skull smashed into several pieces, is armed with a crossbow and still wears a quiver of bolts.
- 6 Rattle-ribs, his chest studded with arrows is tangled in lines on the deck. He attempts to grab you and hug you against the sharp points sticking out from between his ribs.
- 7 Holey-forehead, the sun shining through her skull as she runs into the light from the shadows, wields two glinting cutlasses.
- 8 Speared-spine, rips himself free from the undergrowth in which he is tangled and picks up an old sword.
- 9 Broken-bones, wearing an eye-patch emblazoned with a jewelled moon, flails around the deck and bears a boat-hook that they have trouble controlling.
- 10 Floppy-head, wearing a ragged blue shirt and impaled upon the bowsprit, uses a slingshot to fire small projectiles from a hip-pouch.



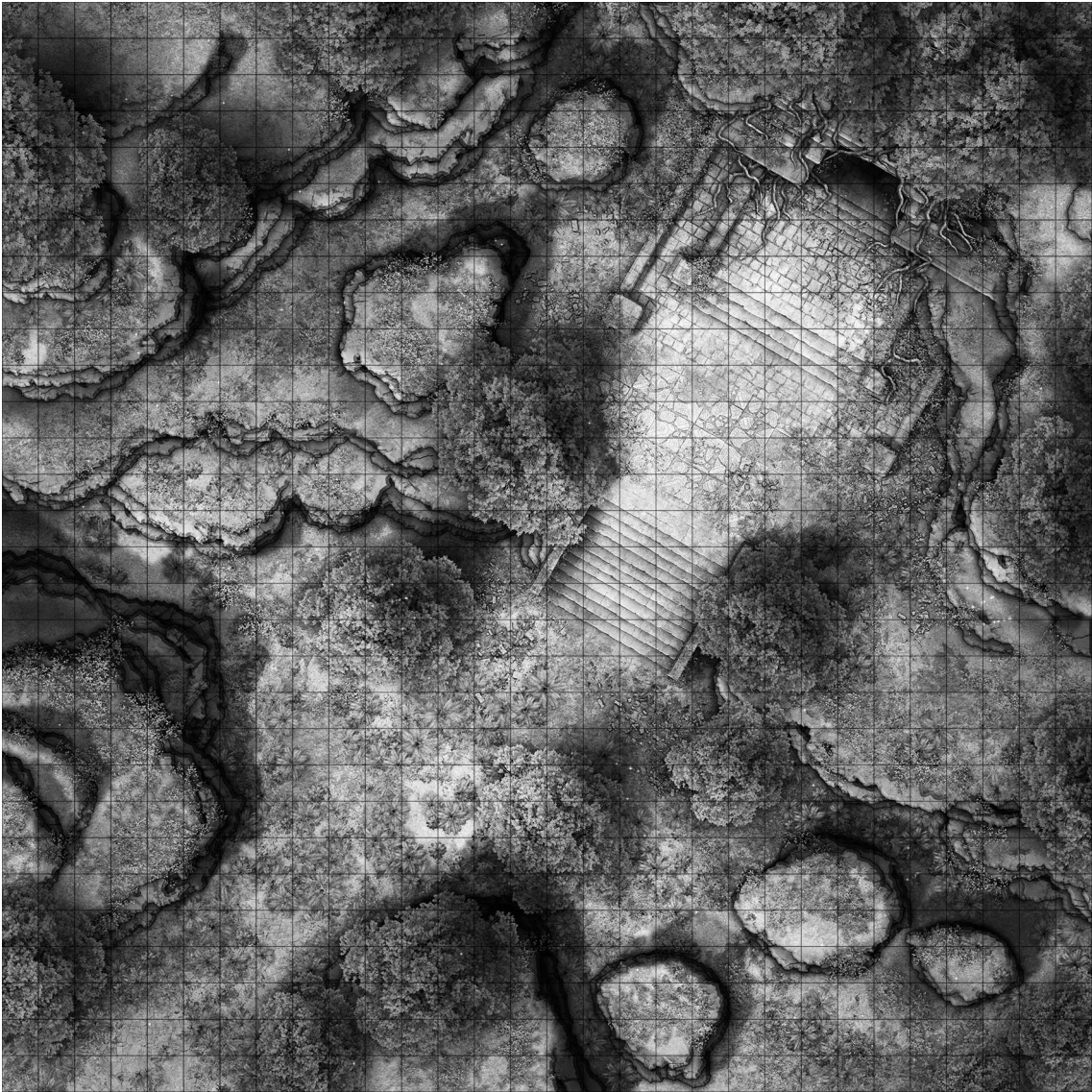
Patreon Map of the Month GM's supplement

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 Regional map made using Inkarnate (www.inkarnate.com).





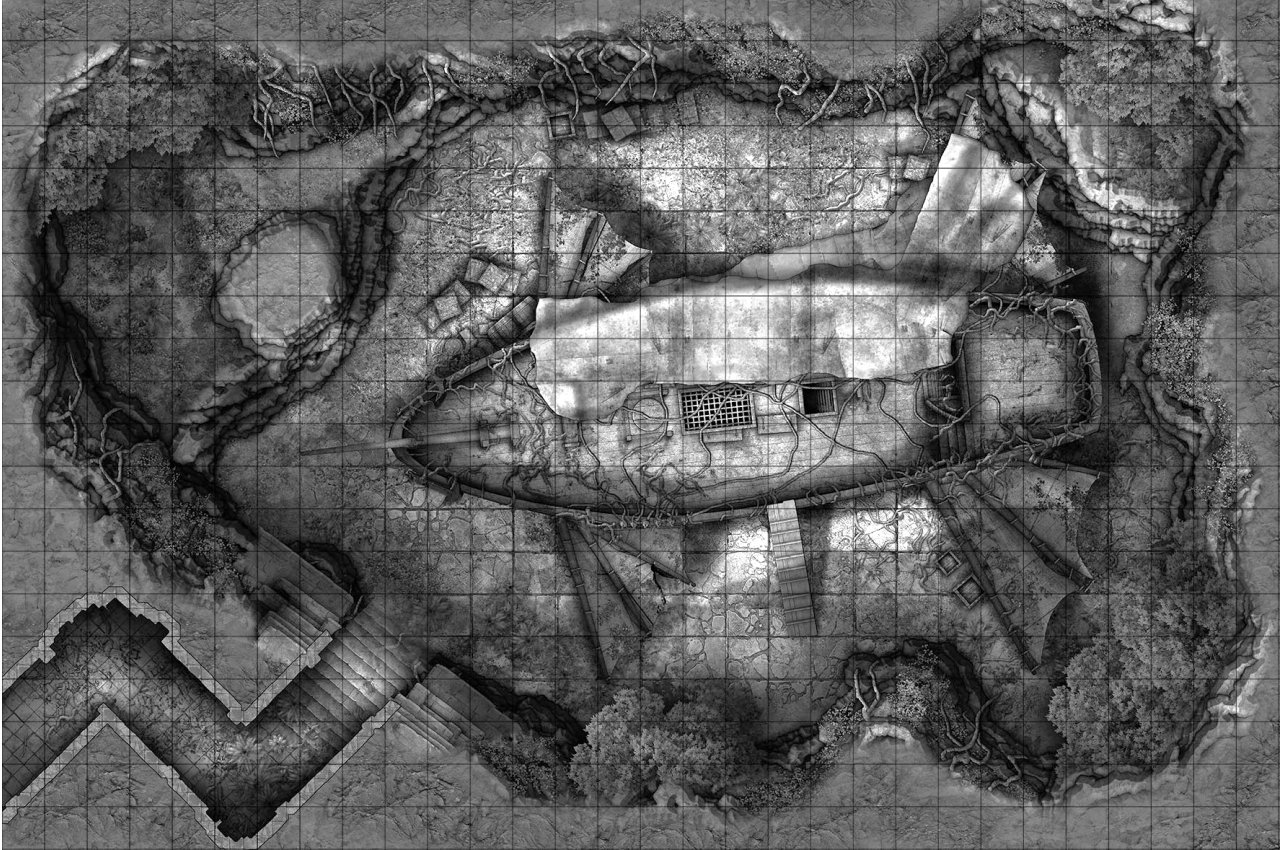
The Lost Airship - entrance Planning Sheet



Notes



The Lost Airship — sink-hole interior Planning Sheet



Notes



The Gnarlhills

Regional Map (unlabelled)

