

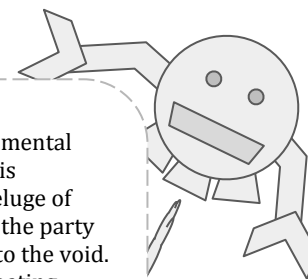
PROF. FILBERT'S FLYING LABORATORY

Your party was fighting a giant griffin when it took off from the ground, dragging the entire party with it. It took you to a giant system of flying buildings, connected with narrow walkways, and held aloft with magic steam thrusters. The griffin dropped you on the **Landing Pad**, hundreds of feet above the ground below! Now you have to figure out how to get back down to the ground. Without crashing.

The **Workshop** is a tall domed metal building. There is a narrow walkway around the outside of the building. Two security robots flank the doors and ambush the players. In the center, there are large bay doors, over which is suspended a broken gyrocopter which could be used for escape if repaired with 3 elemental orbs.

The **Greenhouse** has glass walls and ceiling. The glass doors lock shut when players have entered. A sentient vine will try to attack and grapple players. You will find a key for Lab B inside the remains of the pump.

Lab A is a water elemental lab. When the door is unlocked, a giant deluge of water might sweep the party off their feet and into the void. The Water Orb is floating inside a 10 ft. cube of clear jelly, which is almost impossible to see at first. The cube attacks players when they try to take the orb.



FIDGIT is a sentient mechanical NPC. It is a small non-verbal floating robot ball with arms. It communicates with gestures and beeps. FIDGIT was the Professor's lab assistant, and is friendly to the PCs. It is afraid of monsters, and cannot fight. FIDGIT moves with a small set of air thrusters, but can't lift a player unless it uses one of its three rocket boosters. If a player falls off the edge, FIDGIT will try to save the player, and spends one rocket. FIDGIT starts in the Workshop, deactivated until the players defeat the security robots. It will try to come with the players and help.

The walkway to the **Study** has been damaged, and there is a 5 foot gap. The interconnecting pipes are still there, but they don't look like they will support the PCs' weight.

Prof. Filbert's study is messy, and filled with books, metal scraps, tools, magnifying glasses, and dohickies, none of which seems useful. One journal entry reads "Gyrocopter almost done. Just need Fire, Water, and Air."

The last journal entry reads "Creatures have started breeding. STAY OUT OF LAB C." If someone opens a drawer, a 10 ft. x 5 ft. trap door opens in the floor. In the drawer, you find a key for Lab A.

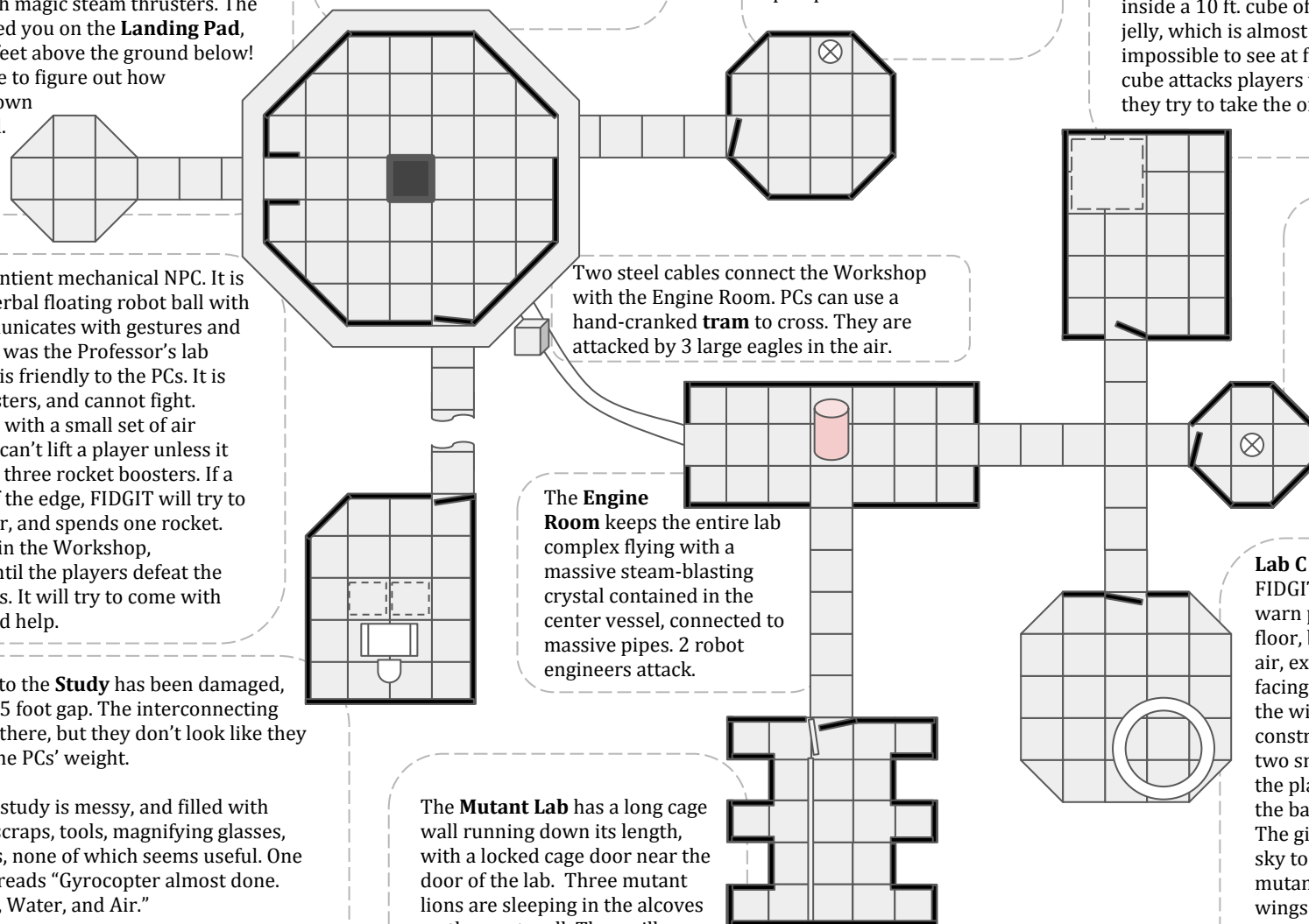
Two steel cables connect the Workshop with the Engine Room. PCs can use a hand-cranked **tram** to cross. They are attacked by 3 large eagles in the air.

The **Engine Room** keeps the entire lab complex flying with a massive steam-blasting crystal contained in the center vessel, connected to massive pipes. 2 robot engineers attack.

The **Mutant Lab** has a long cage wall running down its length, with a locked cage door near the door of the lab. Three mutant lions are sleeping in the alcoves on the west wall. They will attack the players if startled. The key for Lab C can clearly be seen on the wall at the end of the cage.

Lab B is a fire elemental lab. A stationary furnace, when touched, blasts a spherical wall of fire once every 6 seconds. The fire orb is inside the furnace, and burns unprotected skin if picked up.

Lab C is a wind elemental lab. FIDGIT is afraid to enter and will warn players. There is a roof and floor, but the sides are open to the air, except for the wall and door facing the walkway. You can see the wind orb inside the large nest constructed on the floor. There are two small mutant griffins here. If the players attack or take the orb, the babies will call for their mother. The giant griffin will fly in from the sky to protect her brood of baby mutant griffins. She may use her wings to try to blow the players one square away from her. If the players are on an edge square, they have a chance to fall off. Prof. Filbert's corpse can be found in the nest, and in his pockets can be found several valuable gems.



— = Wall
- - = 5 ft

Jeff Dare 2020
Watch your step.