

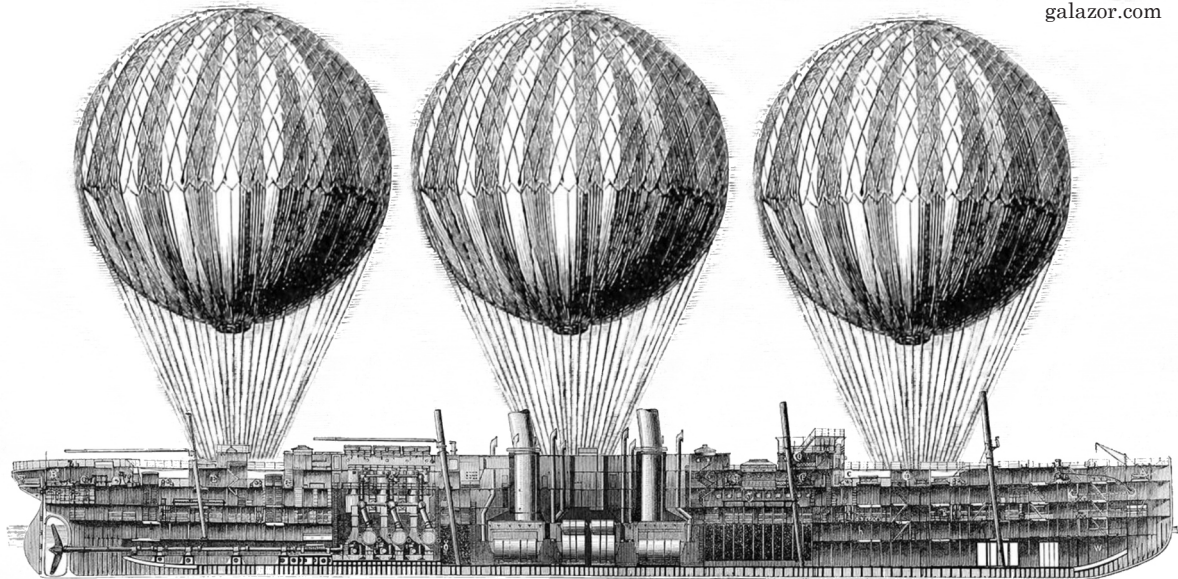
THE DIRIGIBLE OF BIRTOME CORVEEDUS

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The eccentric wizard Birtome Corveedus has arrived in the city aboard his rickety dirigible *The Cloud Skipper*. It's quite the marvel! He has brought with him a coterie of nobles from far away lands who revel all day and night as the airship circles the skies. The only time the partying stops is in the early morning, when the ship lands and a handful of servants resupply in town.

Rumors

- 1. The dirigible is powered by a series of magical batteries hooked up to enchanted feather dusters that produce a vortex of wind.
- 2. The magical batteries require energy to power them (10 AP per one day of flight), so Birtome has created an elaborate ritual to slowly draw power from the revelers. They must continue their celebration to keep the ship afloat. Corveedus leads a toast 3 times per day.
- 3. To keep his guests entertained, Birtome is always looking for the latest foods, fashions, and favors from the locals.
- 4. The guests have all traded their most valuable treasures to Birtome for an extended holiday vacation on his ship.
- 5. Birtome's pleasure cruiser is also conducting a secret reconnaissance mission for a hostile foreign power. Locked away in a hidden safe is a journal detailing the military and technical capabilities of the cities and towns they have visited.



	NPCs	Disposition
1	Birtome Corveedus (wizard)	Hostile and aggressive
2	Majordomo Pinkus (spy)	Frustrated and annoyed
3	Servants (minions)	Drunk and irritable
4	Crew Members (minions)	Animated and excitable
5	Revelers (commoners)	Happy to see you
6	Soldiers (minions)	Sleeping

	Location	Encounter	Treasure
1	Servants Quarters - swinging hammocks hanging from hooks, small wooden table with half of a card game.	Majordomo Pinkus and three crew members (minions) are doing a routine inspection.	
2	Storage Closet - barrels of wine, wheels of cheese, sausages hanging from the ceiling	A pair of bowtied servants, Bumble and Fumble, are struggling to move a trunk to the next room.	<i>Champagne Flutes</i> that refill when you least expect it.
3	Sleeping Quarters - carpeted hall filled with mahogany doors, sounds of laughing	Two nobles, Dinkus and Jass, slipped away from the crowd and need help avoiding Tossa.	
4	Lounge - smells of pipe smoke, wine stains on the wall above a broken bottle, rich leather furniture.	A knave, Jaxon, is smoking a smelly pipe and demanding you listen to meaningless gossip.	<i>Ostentatious Smoking Jacket</i>
5	Dining Room - white cloth tables, smells of roasted meat, flickering candle lights	Sous chef Loomy is searching for a missing ingredient.	<i>Ornate Candelabra</i>
6	Library - card catalog scattered about the floor, disordered stacks of bound tomes, old book smells.	Aerie, a wiry haired librarian, is unable to find a pair of broken glasses,	<i>Well worn ledger</i> (contains a random spell)
7	Art Gallery - easel with set of oil paints, three chairs well lit, bronze framed portraits adorn the walls.	Gildan, a master painter, is convinced that you must sit for a portrait	<i>Fishfur Brush</i>
8	Deck - raucous laughter, rails that are uncomfortably short, sweeping views of the locale.	The ship's guests are partaking in a toast, a game of charades goes poorly, someone vomits over the rail.	<i>Feather duster of Flight</i> (Gusts)
9	Birtome's Office - stacked papers and boxes, a small porthole, a heavy bookshelf concealing a door to the Snooping Station.	Birtome Corveedus is writing a report of the Snoopers findings, a small dog is yapping incessantly.	<i>Birtome's Report</i>
10	Snooping Station - cramped crawlspace, swiveling gyro with Snooping Scope attached	Soldiers playing a game of dice, magical discharge zaps anyone getting too close.	<i>Snooping Scope</i> (see and hear from far away)