



## Bowls of Stars By Vance Atkins

Recently, a light was seen in the daytime sky, streaking overhead before splitting into thirds and sending shockwaves across the valley above the motte-and-bailey of **Fels' Thorpe (A)**. Townsmen investigating the **nearest impact (B)**, returned with a heavy (150#) metallic half-sphere. It has resisted attempts to cut or melt and has been given to Father Fry at the chapel to study. Fry felt nauseous since its arrival, and yesterday developed painful buboes. He recommends burying the damned thing away from town and water.

Hunters killed unknown critters in the woods, but burned the bodies, fearful. Foragers and game have gone missing. These predations seem to be increasing.

This morning, 5 kobolds were trapped in the chapel as they attempted to steal the 'bowl'. They are heavily hooded and wear smoked-glass eye-lenses, to protect from daylight. The leader desperately pleads in broken Common, "Need bowl to hold star-egg!" "Golden Zyvas

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give birth to terrible grubs!" "Help find the other bowl?" They can't explain further what the 'star-egg' is. Two offer to accompany the party as hostage-guides. The kobolds suspect the mate to the half-sphere fell nearby, possibly north of the **River Ildny (C)**. If allowed, the remaining kobolds will take the 1st half-sphere away in a handcart.

A portion of **Oldwar Woods (D)** burned. A crater in the burn contains 4d4 glowing 'gold' fragments. Each collected will cause 1d4 HP dmg after 1 day, may only be healed by magical means.

**Aerie of the Garuda (E):** The insular bird-men (HD2, AC7/12, Mv [Fly] 6/60, Atk [2] 1d6 talon or by weapon) came upon the 2nd half-sphere when it crashed into their mountain. Access to the aerie is along a narrow, hazardous defile on the east side of the peak. Their leader (HD4) is obsessed with his

"star-nest." He drinks water from it, even as he is wracked by nausea and loses feathers. The tribe (13 male [combatant], 9 female, 4 young) is fearful of losing their leader, who will not negotiate. Securing the half-sphere will require trickery, negotiation with his 2nd in command, bribery (They love gems and books) or force. Garuda distrust kobolds and will need convincing of their sincerity. If the garuda can be convinced to give up the object freely, they will send a scout to accompany the party (flyer, no surprise).

**Cavern of Zyvas (F)** - The young [brass dragon](#) (6HD) dragged the glowing, golden orb from the burning forest as a Great Treasure. Nestled against its warmth, the orb fused to Zyvas' body, morphing her into a brooder for the 'Grubs' - pasty alien crustaceans. The cave is tortuous, but the kobolds guide. If allowed, the remaining kobolds will be waiting at the cave entrance with the 1st half-sphere. Zyvas is in a 20'x40' cavern. She is semi-conscious, but no longer able to speak. Corpulent, with large lumps indicating the next 'births', she is at 1/2 normal HP. There

are 1d6+1 grubs present, and 1d4 dead/unconscious men and animals dragged in by the grubs to 'fuel' the orb. There is a 1d6 chance per round Zyvas involuntarily expels her sleep or fear breath weapon, 1/4 normal range and effect. If the orb is extracted from Zyvas (causing 1d6+1 HP dmg), it may be lifted into a half-sphere and capped with the second. The two halves will weld, shielding the miasma. Touching the orb will cause damage as **(B)**.

Zyvas recovers consciousness in 2 days. Grateful, she will reward the PCs with gold, gems and magic items worth 1,300 GP. The dragon and her kobolds will bury the orb in the back of her cave, pull down the cave entrance, and take her remaining treasure to a cave in the mountains.

'Grubs' (1d6+1 HP), roll 4d6 for characteristics, will drag dead/unconscious victims toward cave/orb				
D6	AC	#Legs	Attack	Other
1	9/10	0	Bite (1d4)	Many Eyes!
2	8/11	2	Stinger (1d8, save for half)	Paralyzing touch (as ghoul)
3	7/12	4	Slashing limbs (1d6)	Nauseating smell (save or -2 all actions)
4	6/13	6	Acid Spray (1d4 x 2 rds, 10' line)	Explodes at 0 HP (1d4 dmg, 5' radius)
5	5/14	8	Smash (1d4, save or stun 2 rds)	Wasting disease (10%, save or lose 1d2 CON)
6	4/15	Many	Electric (1d4, 2x if wearing metal armor)	1d4 tentacles grapple on successful hit

Random Wilderness Encounters (1d6 chance/hr)			
D10	Encounter	D10	Encounter
1	1d2 Garuda, know where "Star-Nest" is if positive reaction	6	Hermit (1), says part of star fell near the highest peak north
2	Tree, pierced by 'gold' fragment, moans.	7	1d3+1 Foragers/hunters, say game is sick near burn area
3	Wolves (1d3)	8	Giant badger
4	Giant trapdoor spider	9	1d3+1 Grubs, drag dead animal
5	1d4+1 Grubs	10	Mad 1-eyed bull (1)

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