



# VENTURE TO THE VIMANA

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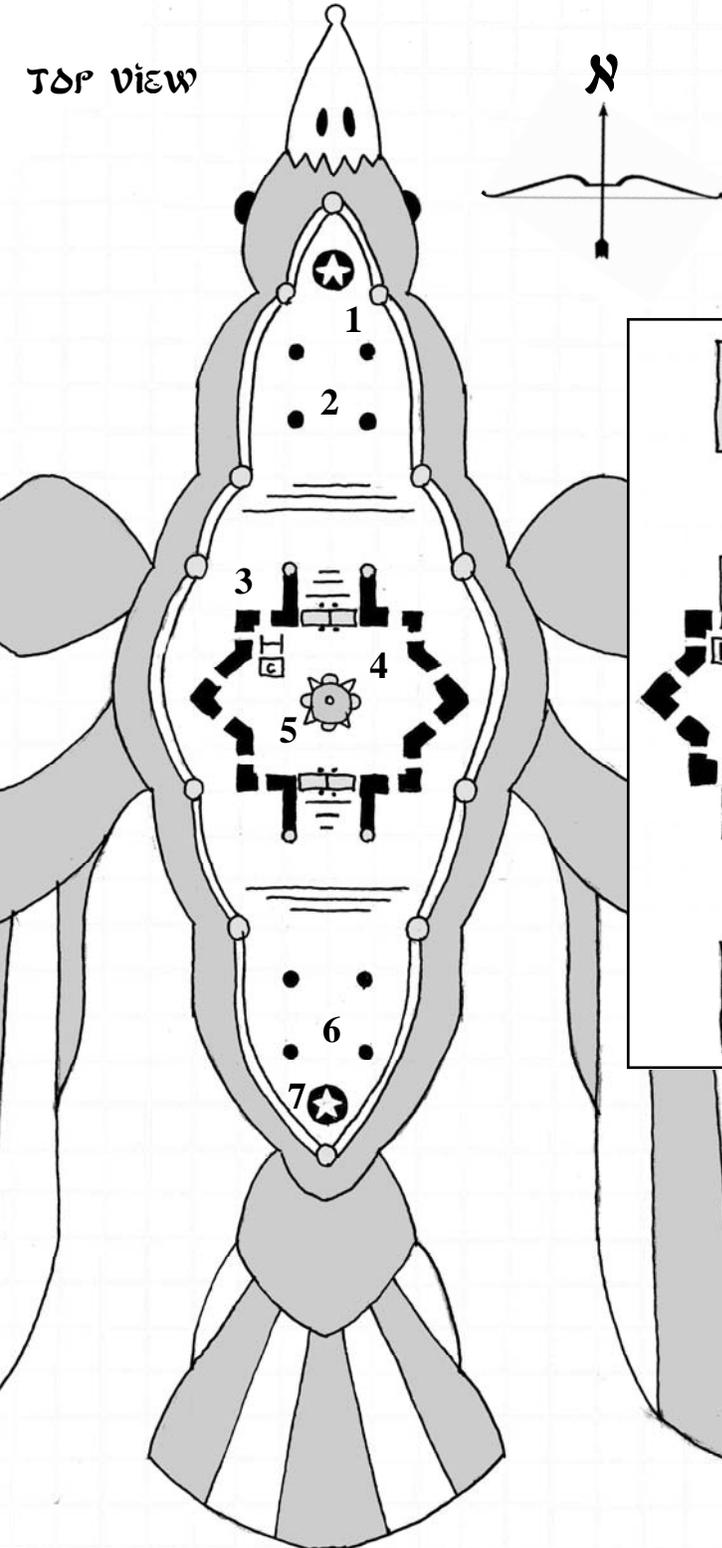
**Description:** The Vimana is ancient flying machine from Mythic India.

**Background:** A Rankasta named Vikram discovered the whereabouts of a lost Vimana in a long shunned area of jungle. He concocted a plan to lure a workforce with tales of treasure to clear the craft from the jungle. The thieves guild called *Tiger Whiskers* was lured there and enslaved by Vikram. The thief Rohit the Red being clever activated the ancient guardian statues of the ship and escaped. He fled into the jungle and tells his story to the adventurers. The guardian statues caused havoc on the Vimana. Vikram locked himself in the crew quarters. The remaining *Tiger Whiskers* panicked and are hiding in the control room. Rohit's tinkering with the controls have caused the 'engine bell' to over heat and the Vimana will soon explode unless repaired. All this has stirred up the ghost of one of the long dead crew, Sunetra of the Lost One. She is annoyed with the usurpers rudeness and is terrorizing Vikram and the crew. She believes she is still living.

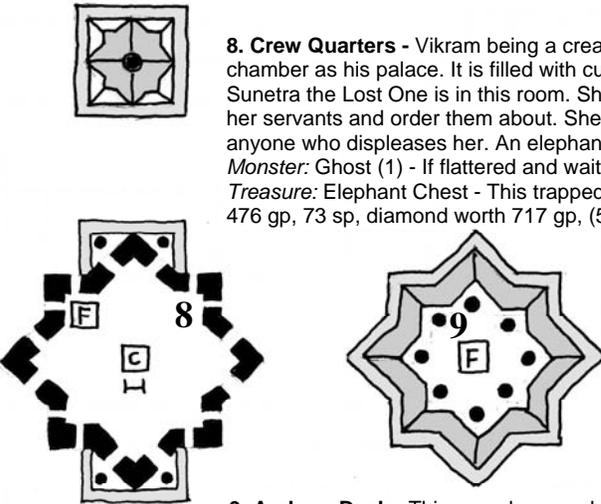
Meanwhile the guardian statues guard the deck & attacks all intelligent beings who set foot on it. Being drawn by the chaos jungle creatures have boarded the vessel. The adventurers arrive and discover the pandemonium on the Vimana.

- 1. Guardian Statue** - This multi-armed bronze statue has yak's head & wields two scimitars. It will attack any intelligent foe. *Monster:* Guardian Statue (1)
- 2. Fore Deck** - This deck has a navigation cupola with a map of the region inlaid on the floor. A dead *Tiger Whisker* thief clutches a sack. *Treasure:* Sack - 200 gp, silver bowl, dagger with gem pommel.
- 3. Main Deck** - This deck is strewn with various supplies Vikram's forced labor used. *Monster:* Giant Ants (7) - The giant ants swarm the deck eating food stuffs and a few are stealing gold for their Queen. *Treasure:* Gold scrap worth 500 gp.
- 4. Control Room** - This room is full of five panicked *Tiger Whisker* thieves. They are wielding x-bows and daggers. They have barricaded and locked the doors. *Monster* (5): Thieves - They are distrustful and will not open the doors.
- 5. Engine Bell** - This large bronze bell is covered in ancient script. It hangs above a bowl of silver flaming liquid. The bell is over heated due to the Lighting Bow and the Guardian Statues being both on. If one or the other is not switched off soon the engine will explode. Jewel encrusted levers surround the bell and serve as the ships controls. **Levers:** A: Up B: Down C: Accelerate D: Decelerate E: Take Off F: Land G: Arm the Guardian Statues H: Arm the Lighting Bow
- 6. Aft Deck** - This deck has a navigation cupola with a map of the region inlaid on the floor. A dire Vulture is perched here waiting on a meal. *Monster:* Dire Vulture (1)
- 7. Guardian Statue** - This multi-armed bronze statue has elephant's head and wields two scimitars. It will attack any intelligent foe. *Monster:* Guardian Statue (1)

TOP VIEW



UPPER LEVEL



- 8. Crew Quarters** - Vikram being a creature of comfort furnished this chamber as his palace. It is filled with cushions & all manner of luxury. Sunetra the Lost One is in this room. She will assume the adventurers are her servants and order them about. She is both beautiful and deadly aging anyone who displeases her. An elephant shaped chest rest in the corner. *Monster:* Ghost (1) - If flattered and waited on she will refrain from attack. *Treasure:* Elephant Chest - This trapped chest animates & attacks. It holds 476 gp, 73 sp, diamond worth 717 gp, (5) trance inducing incense cakes
- 9. Archery Deck** - This room has a golden bow that hovers in midair & fires lighting arrows. Sunetra aged the Rakasta in a fit of pique. Vikram now quite old is hiding here from Sunetra. He is taking pot shots with the lighting bow at anything moving on the deck below. He is tired, hungry & having a nervous breakdown. He is still very cunning and will use his powers to persuade the adventures he is a kidnapped prince. *Monster:* Rakasta (1) *Treasure:* Jewelry worth 300 g.p., Pipe of Fumes - Creates a stinking cloud, Light Pick +1, and the key to his Elephant Chest.

SIDE VIEW

