**Shilku Bay (level 6)**

The Brazen Pegasus can move 12 hexes in a day, on average.

AC 15 (Hull)

HP: 300 (Damage threshold, 15)

Speed: 5 miles per hour, 120 miles per day

Ballista takes 3 separate actions to load, aim, and fire.

+6 Range: 120/480, one target

3d10 piercing damage

Mangonel (on pirate ships): 3 separate actions to load, aim, fire.

+5, 200/800 (can’t hit targets within 60ft)

5d10 bludgeoning damage

## From Jahaka Bay to Shilku Bay it should take about 2.5 days. A Quest for Cheese happened at some point during that journey, and all the PCs will level up to 6 at the start of Session 45.

**Session 45**

**Tinder Attacks!**

You can feel the ship turning north as you head into Shilku Bay, and the wind changes direction. The air grows hot and stale despite being on the water.

Captain Orimtay: “Shilku Bay is far East as I’ll ever go, and that includes the east side of the bay. Some bloody idiots tried to build a village down here, and it was swallowed up when the volcano erupted. Active volcanoes are all over this region, dumping lava into the Bay and turning the water to poison.”

She shakes her head. “I’ll get you close as I can to that mine but that’s as far as I can take you. I understand you have business deeper in the jungle as well.”

“You spend the rest of the day trudging slowly north as the wind dies down and dark, ashy clouds envelope the sky.”

Hew: “We’re close now, Therin. I can smell it.”

Captain Ortimay: “One of you get in the crow’s nest, I need a spotter through these clouds.”

[DC 14 Perception Check]

Success: You spot a large red form flying straight towards the ship. (assuming they shout a warning, no surprise round for Tinder)

Failure: You fail to notice a large red form hurtling toward the ship before it’s too late, as the dragon is already swooping down and opening its maw to breath fire directly upon you. (Tinder gets a surprise round Fire Breath.)

Roll for Initiative!

Hew screams: “It’s her, the bloody dragon from the mine!

PCs can use the ballista to fire at the dragon, or their own ranged attacks. The dragon will prioritize using her Fire Breath to deal damage and destroy the ship, staying well out of melee range

A history or Nature check will reveal that this is a smaller, younger dragon, but still a force to be reckoned with for their party.

The dragon will continue to use strafing attacks until reduced to half her hit points, at which point she will pull back. (or when I feel like it). This is NOT meant to be a straight-up fight.

With each strafing pass the dragon can use Fire Breath to attack a different part of the ship, including any PCs and NPCs on that part!

Events:

* Fire explodes along the wooden deck, quickly spreading to the sails. Ortimay shouts and you look over and see flames licking their way toward a large oil lamp hanging on the inner railing.
* Flames, wind, and claws have shredded and singed the sails, which come tumbling down upon the ship. (DEX saving throw? Or become restrained?)
* The entire ship lurches violently as loud sharp cracks split the wood decking underneath you. ((DEX saving throw or become prone).
* You hear muffled shouting coming from below deck (Musharib is trapped, the bottom is flooding, debris in the way, STR check to free him).

Smoke from the flames should make the area heavily obscured.

The dragon will retreat to the mine, flying north.

The party can long rest on the beach, then trek north to the mine.

**Kamadan Ambush!**

[Passive Perception 17+, which is just Mannix]: As evening approaches and you search for a proper clearing to camp for the night, Mannix you hear, very softly, a series of hissing sounds. Before you can react, a pair of large leopard-like creatures emerge from the jungle directly in front of you. Aside from their abnormally large size, the creatures sport a mane of hissing snakes surrounding their neck, fangs dripping with venom.

Surprise round for the Kamadans and Mannix. Only two will react during the surprise. In the official Round 1, the other 2 will join in from the sides.

Only one will use a sleep gland each round.