**The Mistcliff - Port Nyanzaru to Jahaka Bay (level 5)**

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

## Should reach Jahaka Bay on the 6th day of travel from Port Nyanzaru

The crew consists of

Captain Ortimay Swift and Dark (bandit captain)

First Mate Grig Ruddell (veteran)

3 red shirt crew mates (bandits)

## Day 1 (57) Aremag!

As you reach the mouth of the bay you see the water up ahead churning violently as a massive dragon head rises up. It lets out a hissing, booming roar for several seconds. It takes a moment to realize it’s actually speaking draconic.

Captain Ortimay: “Alright kids, no time to be stingy now. Aremag needs her tithe or this little expedition will be over a bit faster than any of us would like it to be.”

Aremag is looking for at least 250gp worth of gold or valuables to be tossed overboard. PCs can make a DC 15 Persuasion check (if they speak draconic or aquan). Advantage with 150gp, disadvantage with 50gp or less. Success means the dragon will be satisfied.

Ortimay and company will contribute about 50 gp.

If the PCs make a poor showing, Aremag will begin to open his maw, steam hissing out.

Captain Ortimay: “Oh cripes! He usually just slaps the ship around. Must be ornery since not too many ships coming and going to pay tribute lately. He’s gonna blast us with the steam breath. Toss over more loot, quickly!

## Day 2 Dimetrodons on the beach

The open sea is a bit rougher than the bay, though Ortimay keeps the ship within 10-20 miles of the coastline. As the Brazen Pegasus slingshots around the peninsula, the ship gets close enough where you can see dozens of sail-backed lizards sunning themselves all over the beach.

## Day 3 No major encounter

Hew: “I’ve waited so long for this, Therin. I promise ye won’t regret it. Not only will we have a mine we can call our own, but where there’s a dragon there’s treasure!” He leans over to whisper, “how much do ye trust these folks, Therin? Not a dwarf among ‘em, and that’s fine and everything. I met a few of the tortle folk in Chult and like their style. But is that one a drow?”

## Day 4 Death Cloud!

The next day an uneasy malaise falls across the ship. For reasons you can’t quite explain, you’re all grumpy and irritable, snapping at each other and otherwise avoiding each other. That evening a fog settles in all around you. You don’t think anything of it at first, but soon you begin to hear indiscernible whispering from all around you. You turn but it’s nothing but fog, and you can barely see. As your eyes adjust you can begin to see shadowy humanoid forms in the fog.

Perception or Arcana check (DC 15) to realize the fog is made up of souls being drawn into Chult, like a soul-sucking super highway.

The fog obscures visibility as per the fog cloud spell.

The fog can be destroyed, but will reform 1 square per turn. Gust of wind would keep it at bay in that area, but the specters would focus the spellcaster in a rage.

## Day 5 Pirate attack

“Ship!” shouts the crow’s nest (or a PC can see it). “Dead Ahead!” Captain Ortimay grabs a spyglass and after a moment she sighs heavily. “Well, I spose it would’ve been asking too much that we not run into one of the pirate captains on this journey. If I’m not mistaken that’s the Dragonfang. Captain Jaharwon, who’s less a captain that a brute of a first mate who staged a mutiny, murdered his own captain and declared himself the leader of the Dragonfang. Even for a pirate he’s a mean son of a bitch.”

“He’s right in between us and the Bay. We could turn around and double back but the wind’d be against us. And we don’t have extra supplies on board , to be dithering back to a port we can’t go back to. How do you all want to play this?”

What’s he going to do?

“He’s a bloody pirate, and he’s no qualms about stealing from smugglers. He’ll shake us down and if we play nice we can get out of it alive.”

What much crew does he have?

“I’d be shocked if he had less than twice our numbers. The Dragonfang has several mounted ballista and a mangonel, which he’ll use to try and cripple or even sink us if we run.

If the pirates pull up:

The Dragonfang is larger than the Brazen Pegasus, more heavily armed, and holding many more crew, all standing at rapt attention and eying your ship greedily. A short, stocky man with a shaved head, beady eyes, and a perpetual scowl stares down at the Brazen Pegasus. He’s surrounded by surly looking cuthroats, Chultan men and women, one of them dressed in seagreen robes.

The man sweeps his beady eyes left and right. Wordlessly he gestures for the crew to set planks up to the cross the ship. Only when he gets in the face of Captain Ortimay does he speak, spittle flying from his mouth. “We take what we want. Your people try anything, we feed them to the sharks.”

## Day 6 Jahaka Bay

Arrive in Jahaka Bay