

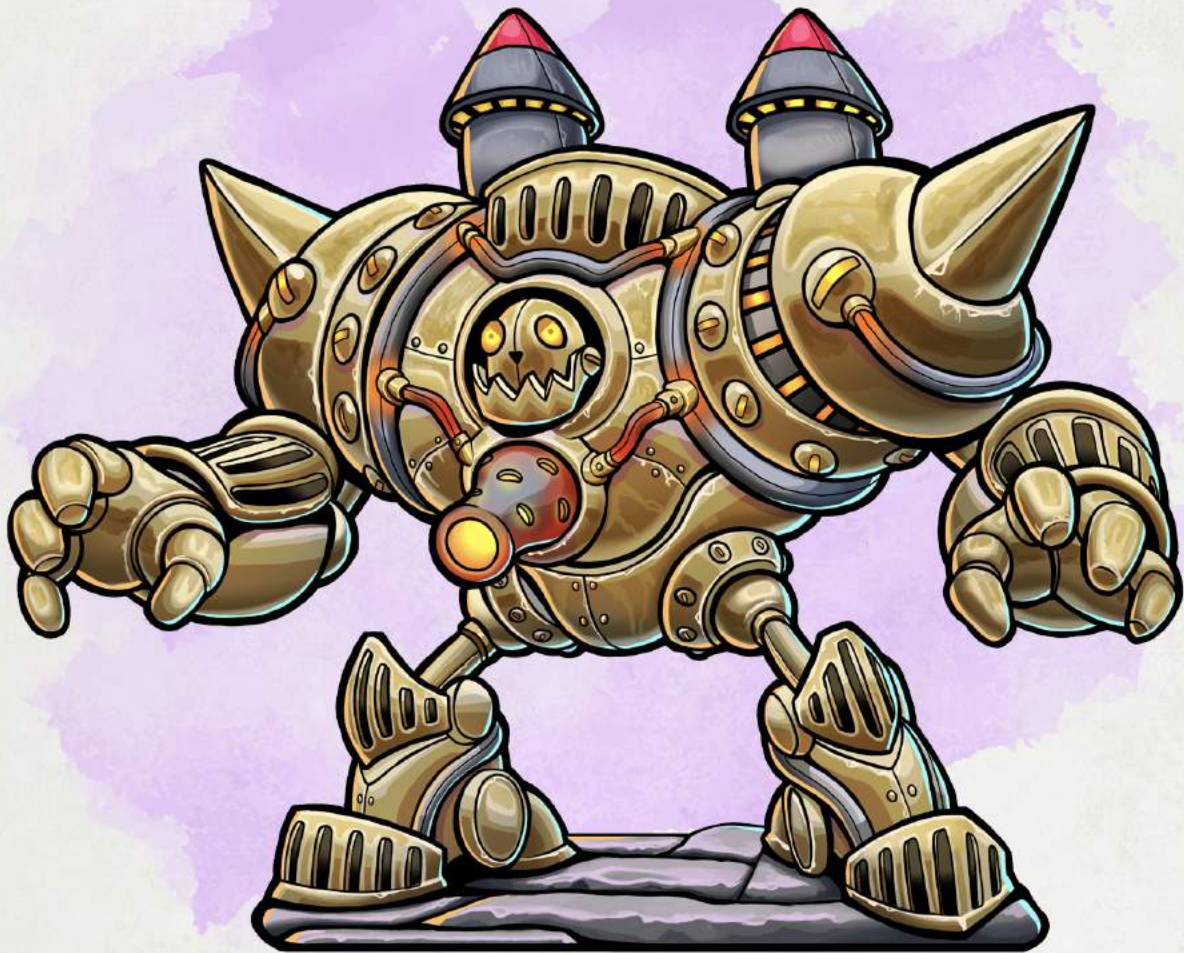
FLIGHT OF THE PREDATOR



 TEAM
SUPERHYDRA

Battle a demented terrorist hellbent on triggering the apocalypse
in this sky-high adventure for 1st-level characters

FLIGHT OF THE PREDATOR



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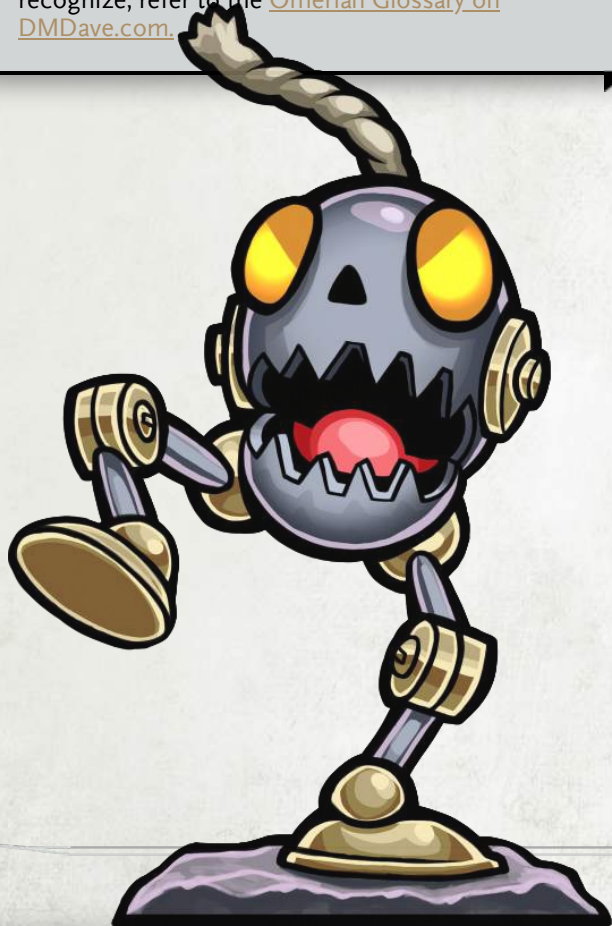
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WELCOME TO OMERIA

This story is set in the fantasy world of Casar in the year 1040 AT, specifically on the continent of Omeria. As such there are many references to Omeria, its history, and other important elements including those mentioned in other adventures set in the world.

For any people, places, and events that you don't recognize, refer to the [Omerian Glossary on DMDave.com](http://DMDave.com).



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RASGAX
HIGHLANDS

NORTHERN OMERIA

XENEM
DYNASTY

KNOTSIDE

THE
WALLINGMIOTTA

AEGREYA

OLYOTHYR

GAR WABRIZZ

THE SUMMER
LAND

PRESSON'S
ENCLAVE

CABAL

THE BASILISK'S SPINE

ORIGINAL FLIGHT PATH

ALTERED FLIGHT PATH

ARRUQUETTA

ORBEA

QOLA

PANTMAWR

THE SKELETON KEY

OMERIAN
OCEAN

CENTRAL OMERIA

OCEAN OF
WARNA

THE DESOLATION OF DITMAYA

THE OBSIDIAN PLAIN

NAQQAD

ELSATH

HEARTH

OMERIA

ODONBURG

0 150 300 MILES



INTRODUCTION

Orner Wberos, a demented gnome terrorist and serial bomber, has taken control of the Dinzer warblimp, the *Predator*. Hoping to strike back at the Dinzers who brainwashed him into working for them nearly one hundred years ago, Wberos has equipped the ship's engine with a devastating bomb. Once detonated, the bomb has the power to tear a hole in reality, absorbing all matter into it. Such a bomb could lead to the end of the world. Only a band of dedicated heroes can stop Wberos and his diabolical plan.

The Flight of The Predator is a 1st-level Fifth Edition adventure for 3-5 characters. Characters who survive the adventure should reach the 2nd level by its conclusion. This is also the first chapter in the *Titan's Heir* adventure path by [Team Superhydra](#). It can be played as the kickoff for the larger adventure setting or as a one-shot adventure for your players. Furthermore, the adventure is intended to be set in the Team Superhydra campaign world of Omeria. However, it can just easily be inserted into any other setting.

BACKGROUND

Once the crown jewel of the Odonburg Royal Navy, the albatross-class warblimp, The *Predator*, has been relegated to transportation. Its current mission is to retrieve a collection of unique and endangered animals from the village of Pantmawr in Odonburg.

The *Predator's* captain, Cage, is none-too-happy about the mission. In fact, Cage isn't even present—he's using a remote-controlled suit of animated armor to pilot the ship in his stead.

The endangered animal mission is simple enough. All Cage needs to do is retrieve the animals then deliver them to the northern Omerian city of Knotside. Little do Cage and his crew know, the *Predator* plays a much more important part in the schemes of a fanatical terrorist and serial bomber named Orner Wberos (aka the Constructionist). Wberos, used as a tool by the government of Odonburg for nearly a century, has turned against his handlers. He's put a plan into motion to take control of *The Predator* and rig its power cell, a massive chunk of emerald Odonburgite, to explode. The explosion would create a tear in reality, capable of erasing an entire city from existence.

Wberos isn't alone in his endeavors. He's planted three of his minions to assist in the hijacking of the *Predator*. One of Wberos' minions is the ship's quartermaster, Ivoxar. Two more minions, Estar and Kilbin, are planted in the village of Pantmawr as helpers of the animal handlers.

If Wberos is successful in his mission, he will use the *Predator's* emerald Odonburgite core to destroy the capital city of Odonburg, also named Odonburg, killing millions in the process. Furthermore, the raw arcane energy released by the resulting tear in reality is enough to irreparably damage the world itself. Such an event could trigger the apocalypse, killing millions more.

ADVENTURE SUMMARY

The adventure starts in the town of Orbea on the Weysevain Coast. The characters are contacted by a recruiter named Gorved Icefall who hires them as bodyguards for a gnome scientist, Orner Wreos. The party and their client are to travel via airship to the town of Pantmawr, then to Knotside.

The characters meet Orner and the ship takes off. Just as they start to ascend, a massive explosion rocks Orbea—a popular casino in the town has been bombed.

After a few hours of travel, the blimp stops at the village of Pantmawr to pick up important cargo: rare and unique animals from the ruined city of Qola. In addition, a doppelganger tracker named Pseudo catches a ride with the group. She is in disguise as a porter named Kilbin. From there, the ship travels to Knotside.

After some successful sleuthing, the characters learn that their employer, Orner Wreos, is a fanatical terrorist and serial bomber. Threatening to detonate a devastating bomb, Wreos takes control of the ship and sets a course for the Dinzer capital city of Odonburg. In the initial scuffle, the ship is damaged. Even once the characters put a halt to Wreos and his minions, the ship crash lands on the mysterious island known as The Skeleton Key.

ADVENTURE HOOKS

There are two major ways to get into the adventure, both detailed below.

GORVED ICEFALL HAS A JOB FOR YOU

While the characters are traveling through Orbea, they are approached by a messenger seeking "adventurer-looking types." The messenger (commoner) explains that Gorved Icefall, a recruiter, has a job that will pay 100 gold pieces. If the characters agree, they meet with Gorved as detailed in Chapter 1.

YOU ARE THE HERO

If you want the players' characters to be more than just random heroes who got looped into the adventure, you might inject them into the actual story. Many of the situations in this adventure assume that the NPCs lead the story. Using this adventure hook, instead, the NPCs are removed and characters play the important parts. Keep in mind that introducing this hook requires a little more improvisation on your part as players can and will act unpredictably!

Before the players generate characters, give each player the option to either play a background of their choice, in which case they will follow the Gorved Icefall Has a Job for You adventure hook, or, they can play a randomly chosen You Are the Hero card.

Cut out the You Are the Hero cards from the appendix and shuffle them. Each player who requested the random hook is given a card. They must keep their card secret. Once they've had the opportunity to review the card, they must hand it back to you.

At regular instances throughout the adventure, text boxes will note where these backgrounds come into play and what changes to make to the story to incorporate the hooks.

BOUNTY HUNTER

Prerequisite: proficiency in the Survival skill

You've just started your career as a tracker and you've been assigned to helping the Arruquetan police force, The Cords, in the town of Orbea. Your first day on the job, there's a terrorist attack atop Sevari Tower—someone has fireballed the Long Shadow casino, killing dozens of Orbean citizens.

The Cords have reason to suspect that the terrorist escaped aboard the dinzer warblimp, *The Predator*, which just left the Orbea Airfield, headed west to the village of Pantmawr. Your mission, should you choose to accept it, is to intercept *The Predator* when it docks in Pantmawr and discover the one responsible for the attack at the Long Shadow.

Special Gear. You are given a sending stone that allows you to contact Captain Santxa Goytino, the leader of the Cords in Orbea. You can only use the stone once per day. She can help you obtain assets and provide you with any important information you need for the case.

Development. Why have you agreed to take the job in Orbea? Are you someone who follows the letter of the law or do you let your own morals guide you?

PREDATOR CREWMAN

Prerequisite: must be from Odonburg, Intelligence score 13 or higher, proficiency in Vehicles (air)

You've taken a job as a crewman with the Odonburg Royal Navy and you've just gotten your first mission assisting a ship. *The Predator*, a royal-albatross-class warblimp is parked in the town of Orbea on the Weysevain Coast. You are to travel with the ship to the town of Pantmawr, pick up a special cargo of rare animals, then transport those animals to Knotside in northern Omeria.

You will be part of a crew of ten: the captain, four officers and five crewmen (counting yourself).

Special Gear. You have a *crewman's whistle*, which is a common magic item. While a crew member of a Dinzer ship, if you blow the whistle, all passengers and crewmen on the ship can hear the whistle, regardless of where they are. These whistles are commonly used only in case of emergencies.

Development. Why did you join the Odonburg Royal Navy? *The Predator* is seen as something as a joke with many of your peers—so why have you taken the job?

ZOOLOGIST

Prerequisite: proficiency in Animal Handling or Nature

The last few months have been difficult for you. A few months ago, you and your fellow zoologist, Halim, were tasked to deliver a collection of rare and unique animals to the Zoo in Knotside. The animals were trapped in the ruined city of Qola. There, a blimp from Odonburg was supposed to meet you. Unfortunately, a terrorist attack led by an orcish pirate complicated things and you, Halim, and all of the animals had to flee the city. Since then you've all been staying in the neighboring village of Pantmawr for the last few weeks.

In just a few days, your contacts in Knotside are sending a new blimp to pick up your cargo. The blimp's name is The

Predator.

Special Gear. While in Qola, you discovered a glowing green glass pebble. You aren't sure what it is but decided to pocket it anyways. You haven't shown it to anyone else yet, not even Halim.

Development. Why are you a zoologist? Despite all the hardships that you've been through, why have you continued on this mission to save the animals? You had bad luck with the last ship—why trust that this new ship will be any different?

RUNNING THE ADVENTURE

To run this adventure, you will need access to the Fifth Edition rules and associated rulebooks.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.

In addition to the monsters included in the core rulebooks, you will also need to have the following items, provided in supplements.

- Magic items from The Griffon's Saddlebag

- Monster stat blocks from IADnDMN
- Creature designs by Paper Forge
- Battlemats by CZE/Peku

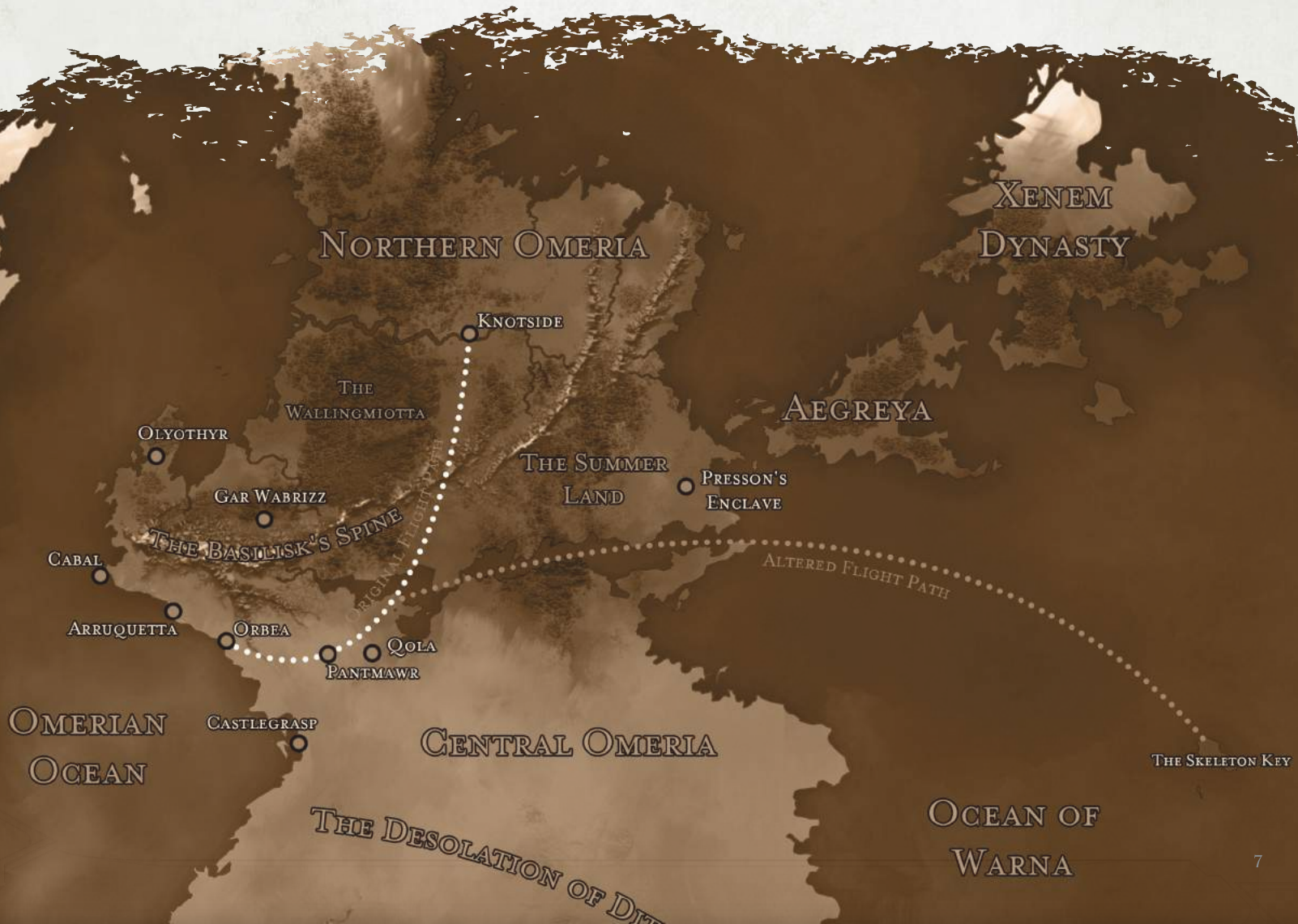
When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block in the core rulebooks. If a stat block appears as part of this adventure set, the adventure's text tells you so.

Spells and equipment mentioned in the adventure are described in the core rulebooks. Magic items are also described in the core rulebooks unless the adventure's text directs you to an exclusive item that comes with this adventure set.

ABBREVIATIONS

The following abbreviations are used throughout this adventure:

hp = hit points	LG = Lawful Good
AC = Armor Class	CG = Chaotic Good
DC = Difficult Class	NG = Neutral Good
XP = experience points	LN = Lawful Neutral
pp = platinum piece(s)	N = Neutral
gp = gold piece(s)	CN = Chaotic Neutral
ep = electrum piece(s)	LE = Lawful Neutral
sp = silver piece(s)	CE = Chaotic evil
cp = copper piece(s)	NE = Neutral evil
NPC = nonplayer character	





CHAPTER 1. ORBEA

Also called the Maze of Orbea, this vast network of channels, canyons, caverns and natural bridges carved by the Orbean tributary is home to the enigmatic spider-humanoids, the krig. Orbea is a cosmopolitan town of a few thousand people and even more visitors. It straddles the banks of the Zheree River and is then hugged by a series of maze-like promontories, hence its nickname, The Maze. Orbea is also the home of the spider-humanoids, the krig. All krig are born from the same progenitor-deity, the unseen Matriarch.

Orbea is a town of wonders. Thanks to the shade caused by its massive rock formations, much of lower Orbea is bathed in darkness throughout the day. Despite the desert heat that sweeps west from the Desolation of Ditimaya the town stays cool year-round. The many marketplaces, homes, and businesses that operate in Orbea are lit by permanent *continual flames* and *light* spells plus natural sources such as glowgem that decorates the canyon walls.

Nestled between Arruqueta, Castlegrasp, and Tadju, Orbea is a popular center of commerce in northern Central Omeria. Plus, its large Dinzer-fitted airfield makes it a common stopover point for Dinzer aircraft traveling throughout the long continent.

At any time, roughly 6,000 humanoids call Orbea home, and only a third of those are actually krig. Humans, dwarves, elves, goblinoids, Dinzer automatons, canids, orcs, and

others live and operate in the Maze. The remainder of the 10,000 or so krig estimated to be in existence lives elsewhere in Omeria. A popular conspiracy theory suggests that those krigs are an extension of the krigs' progenitor-deity, the Matriarch.

RANDOM ENCOUNTERS

The Maze of Orbea is loaded with mystery, intrigue, danger, and excitement. It should seem like everywhere the characters turn, there is a side quest or encounter waiting to happen. Roll a d20 three times per day of game time, checking for encounters each morning, afternoon, and evening or night. An encounter occurs on a roll of 16 or higher. Roll a d20 and check the Orbea Encounters table on page 10 to determine what the encounter is, or simply choose an encounter you like.

IMPORTANT LOCATIONS

The map of Orbea reveals the most important locations in the city detailed below. Of course, Orbea is a mess of buildings, canals, streets, and sidewalks and is easy to get lost in. Assume that almost any time of building or business one would find in a large city also exists in Orbea. Furthermore, Orbea is crowded. While only 6,000 or so humanoids call the Maze their home, 8,000 to 10,000 more are visiting the city for business or pleasure or sometimes both.



1 - ORBEA AIRFIELD

The blimps currently stationed in Orbea are *The Predator* and *Good Hope*. *The Predator* is the focus of this adventure. Meanwhile, *Good Hope* brought important delegates from Odoburg to meet with the Krig Bairns (see Area 3).

The airfield itself is unguarded. The four towers not in use are locked up and the control modules for their levitating discs have been removed. The three towers currently in use are guarded by four Dinzer **guards** each. Each guard is equipped with a personal *levitating platform* (functionally the same as a *witch's broom*) and a *wand of magic missiles*. The guards for *The Predator* and *Good Hope* have instructions to only allow their respective blimps' pilots and crew members into the tower.

2 - QIASSITH CLIFF

The industrial hub of Orbea hugs the northwestern cliff of the town. Not nearly as well lit as the other parts of the town, Qiassith is filled with flat, ugly buildings where mostly krig and kobold factory workers labor to build technological commodities. These goods are then carted to one of the four 200-foot-tall blimptowers along the road leading northwest out of Orbea and then transported to its final destination.

3 - SHIRZOSH COMMONS

Although the krig call Orbea their home, they are not the rulers of the city. Or at least that's what the Tribunal of Orbea would have the populace believe. The Tribunal consists of three governors who make all of the decisions for the city and

ORBEA ENCOUNTERS

d10 Encounter

1 A **dust mephit** flies past the characters, sneezing as it goes. Each time it sneezes, it launches a cloud of dust into the air.

2 A **mage** strolls down the street pulling a treasure chest with legs (a **mimic**) on a leash like it was a dog. The treasure chest snarls at the characters as they walk past it.

3 Two **thugs** shove a tiefling **commoner** into the mud and start kicking him. If the characters intervene, the tiefling becomes a valuable source of information about locations in Orbea.

4 A gnomish woman wearing Knotsider livery passes by. She mutters under her breath, "They killed him."

5 An old woman (**commoner**) hugs onto one of the characters. She smiles and whispers in his ear, "Tall and glowin' green, ain't they? Tall and glowing green." She then wanders off, muttering to herself.

6 A **commoner** merchant pushing a large cart accosts the characters. The cart has the heads of dead young dragons of all colors on it. "Dragon brains! Eat just a scoop and you'll become a sorcerer just like the great beasts! Only 1 sp a spoonful." He holds up a spoon for each character.

7 Three **water elementals** swim through one of the city's canals headed for the river. As they go, they leap like dolphins, splashing the characters as they go. The locals laugh.

8 A nude **krig** approaches the characters and asks in a demanding tone, "Have you seen Reverence?" The krig waits a few minutes for a reply, grunts, then pushes past the characters. A few seconds later, the krig stops another traveler asking if they've seen Reverence.

9 Two canid jugglers (**bandits**) begin performing tricks for the characters. Their trick is a distraction. Make Wisdom (Insight) checks for the characters contested by the canid's Charisma Performance checks (+3 to the roll). The character who fails the check and gets the worst result in the entire party has their entire coin pouch stolen by the jugglers' assistant (another **bandit**). If all of the characters pass their checks, they notice the third man trying to rob them. When the jig is up, all three take off in different directions. For more information on canids, see the glossary.

10 The characters almost stumble into a suit of animated armor bearing the Golden Eye of Odonburg as it walks down the street. The suit is a **remote traveler** whose pilot is likely thousands of miles away.

its people. The three governors are Sress of Elsath (N female **lizardfolk**), Clurt Justclurt (LN male **goblin**), and Veronia Winterhunt (LG female Knotsider **knight**). The three reside within Shirzosh commons at their own governors' mansions. Once per week, the Tribunal meets at the House of Records,

where they parlay with guild lobbyists and vote on important issues. Of course, most Orbeans are hardly aware that the three even exist. Although they pass many laws, very few of them actually go into effect. And three almost never make public appearances. In fact, no one even remembers how the three got the job in the first place.

The main road that pushes through the Commons becomes a tunnel that leads into the Undermaze, the true home of the krigs. While the tunnels are not off-limits to non-krigs, they are rumored to be dangerous. Furthermore, non-krigs who wander too far into the tunnels eventually get lost within the maze. Dying of starvation and hunger, the trespasser is found by krigs and brought back to the surface where they are given over to one of the temples. This is the only warning the krigs ever give. The second time a non-krig gets lost within the maze, they are left to die.

If there are krig leaders in Orbea, those leaders are likely the 15-20 krig who the Orbeans have dubbed the Krig Bairns. On rare occasions, leaders from other nations come to Orbea to connect with the Matriarch. While the Matriarch's true location is never revealed by the krigs and those who try to find her inevitably become lost in the Undermaze, the Krig Bairns represent her interests and desires.

In addition to the government buildings in Shirosh, the ward is home to many of the city's finest restaurants and taverns, including the Colossal Spider Tavern and Inn, a favorite stopping point for visiting dignitaries, ambassadors, and VIPs who wish to meet the governors or the Krig Bairns.

4 - NORTH WARD/ZATIKETA

North Ward has long been the middle-class residential section of Orbea. In recent years, however, the ward has turned into the home of separatists from Arruquetta, trying to avoid civil war and death at the hands of the Cord, Arruquetta's queen, Daria Emagavel's secret police force. As their numbers grew, the separatists began calling the region Zatiketa. Naturally, Orbea's acceptance of what Emagavel considers "war criminals" has harmed relations with Arruquetta to the north, but not even the Spear of Weysevain is willing to go against the krigs and their mother. Plus, the toll on Gadran's Plateau is one of her most profitable ventures.

Along with the separatists came the Boars, a clan of criminals led by a warlock named Hogan Zul (NE male Ditimayan human **warlock**). The Boars are recognized by the black tusks they tattoo over their jaws and the thick pelts they wear over their shoulders. Hogan operates from his mother's house in a multi-tiered hovel built into the northern wall of the Yivu plateau. His mother treats visiting members of his gang like they were Hogan's childhood friends. They lovingly call her Mama Zul.

Despite their ready-to-rumble appearance, the Boars prefer intrigue over direct confrontation with the other two gangs of Orbea. Still, when pressed, the Boars' aptitude for violence is rarely contested.

5 - THE BLINDING BRIDGE

Its name comes from its position relative to both the eastern and western horizon. Those traveling out of the maze in the morning catch the rising sun, then, in the evenings, as they

return, they're met with the setting. Superstitious Central Omerians believe it was built as a playful offering to Naeyer. Others think it's lousy engineering.

A natural divider between Khikzux Ward and Zatiteka, the bridge acts as a border between the Boars and Crocodile Crews' turfs.

6 - SALT WARD

Salt Ward is home to Orbea's cluttered docks and warehouses. Despite its proximity to the Obrean militia's barracks to the north in Shirzosh, the Salt Ward is thick with crime. There is not a week that goes by where a body isn't found floating face down in the Keqrab Bay. Most of the warehouses in the Salt Ward are owned by wealthy smugglers and merchant houses from all over Central Omeria. They use Orbea as a place to store illegal wares. As such, the warehouses are heavily guarded by well-paid professionals. So brazen are the landlords, they put their clan and tribe symbols on the doors of the buildings they own as a warning to those who would dare enter: "you steal from here, you steal from me."

A narrow flight of steps climbs 500-feet up to Sevari Tower (Area 7). Other than ramp leading into the Zik'thath market (Area 8), the steps—dubbed the Killer—is the only way up the plateau. Unlike the other plateaus in Orbea, there does not seem to be any tunnels leading through or even into the base of the tower.

7 - SEVARI TOWER

The plateau that divides the docks and overlooks the harbor is called Sevari Tower. Once upon a time, the tower was not decorated with the red beacons lining its walls today. As such, the Tower had another nickname—ship smasher. Were you to dive into the Bay at the western front of the tower, you'd likely find the remains of dozens of destroyed ships.

The Tower itself is one of the few plateaus in Orbea that isn't hollowed out and littered with dark tunnels. It is also isolated from much of Orbea. There are only two footpaths onto the tower's surface. First, there is the 500-foot climb of steps from the Salt Ward. Lacking any sort of railing, the exhausting staircase has been nicknamed The Killer by the locals. The second way up is the unnamed ramp that descends at a steep angle into the rear of Zik'thath Market (Area 8). Both make travel and transportation enormously difficult for anyone who lacks a mode of flight. Because of its natural exclusivity, Sevari Tower is a paradise of high-dollar casinos, inns, restaurants, and high-end shops.

Its most famous casino is the Long Shadow, a four-story building that hangs over the tower's western edge. The minimum deposit at the Long Shadow is 1,000 gold pieces. Plus, most games have a minimum buy-in of 100 gold pieces. Like most of Orbea's casinos, the Long Shadow's most popular game is Banzo. Its current Banzo champion is a Knotsider gnome named Felgim Trumda. The casino's owner, a devilkin (tiefling) named Prayer in the Morning is loved and celebrated (and feared) by all who enter the casino's pitch black doors. She also offers a house specialty which she extends to anyone short on luck. "1,000 gp loan. Due in one hour with ten points on top. Or? You get the drop!"

In other words, Prayer loans the sap 1,000 gold pieces. The loan is to be repaid with a 10% interest on the principle in one hour. If the borrower can't pay up, Prayer's pit bosses open up a hole in the showroom floor and drop the borrower over 500-feet into the Bay below. If the borrower survives, they're debt-free. So far, no one has survived.

Recently, a rogue remote traveler attacked the casino's owner and a group of her friends. For details, check out the adventure *The Secret of the Book*.

8 - ZIK'THATH MARKET

Alive!—there is seriously no better word to describe the place you're looking at other than "alive." Stacks upon stacks of shops, stalls, street vendors, and hustlers crowd the intersecting streets. The three largest natural columns of the town surround the bustling market on all sides, casting it in perpetual shadow. Regardless, the entire place is incredibly well-lit. At every turn, perpetual *light* spells have been cast upon the signs, posts, strands of bulbs, and even the railings throughout the area. Each tower of rock is wrapped in a web of scaffolding, then, haphazardly interconnected with natural and manmade bridges. Huge crowds of humanoids of all sorts haggle for goods and services all over. Stray dogs, cats, and infantile grick roam under the feet of shoppers and into stalls. Meanwhile, massive carts pulled by ornery-looking red-striped thornfoots shove their way past the people as their riders shout at passersby in strange dialects. You smell roasting meat and the sweet smoke of hashish pipes. You hear the squawks of rare birds and jingle of traded coins. What a place!

From run-of-the-mill weapons, armor, and equipment to curiosities from afar, anything and everything can be purchased at Zik'thath Market. The characters can expect to find any magic item of common or uncommon value here, as well as the occasional rare magic item, too. Plus, most of the vendors are willing to haggle. On the same token, street vendors can be incredibly pushy. And with all the commotion, theft is common.





Like much of Orbea, the presence of law enforcement in the market is low. If any is here, they only work if it looks like they can collect a "reward" from those they save (aka a shakedown).

9 - YAQUT HEIGHTS

Because it's a popular stopover for travelers on the Leash, Yaqut Heights is crowded with shops, bars, and hostels. In fact, it's home to the most popular inn in all of Orbea, The Married Couple, a pair of buildings connected by an underground tunnel. The western half of the Married Couple is the Restless Groom, a tavern and restaurant known for its spicy Arruquetan cuisine. The eastern half of the Married Couple is the Sleeping Bride, a reasonably priced inn with plenty of space. The Married Couple's owners, a married couple by the name of Ixaka and Ezker Arroquy (LN male Ditimayan **commoners**) are faithful supporters of Queen Dariah Emagavel. As such, no separatists are allowed at either end of the establishment. Cords looking for information on separatists often turn to the Arroquys. Both Arroquys have received numerous death threats, many considering the pair turncoats and traitors to Arruquetan's freedom.

10 - KHIKZUX WARD

The easternmost ward north of Zheree River is Khikzux Ward. Many of the locals give it the insulting nickname, Demi-human Town. It is home to lizardfolk, orcs, and frogfolk. Because the river is at its strongest point where it emerges from Zheree Canyon, the ward easily floods. Mold and biting insects are common. To account for the conditions, canals have been built into the streets. Some of the residents own gondolas, but most choose to walk along the narrow walkways or on the rooftops of the ward.

Khikzux is ruled by the Crocodile Crew, a tribe of lizardfolk led by an albino lizardfolk **druid** named Old Rat. Old Rat is worshipped by the Khikzux as their prophet and savior. The glass-eyed leader often speaks before the members of the Crew—whom he labels "disciples"—with vaguely-worded predictions, which he later uses to prove his value as a diviner.

Currently, the Crocodile Crew is at war with the Salvation.

11 - LENORO'S WALL

Pressed tightly against its sister plateau, Yaqut Heights, Lenoro's Wall is the largest and shortest natural rock formation in the Maze of Orbea. Similar to the Heights, Lenoro's is a stopover for travelers entering Orbea from the west and North. Those who hope to avoid the toll to the south also hang a left to take the circuitous route around the town's borders. For this reason, many of the shops, inns, and taverns on Lenoro's Wall have names that play on the convention: the Go Left Inn, The Shop-Lefter, and Left Arms & Armor just to name a few.

A small park overlooks the east end of the Wall, a favorite spot for Orbean youths to gather and watch the Dinzer blimps as they enter the town. Meanwhile, the constant churn of the Zheree rages below.

12 - THE AUTUMN BRIDGE

Near the mouth of the river, 50-feet above Zheree Falls, the

Autumn Bridge connects the wealthy Eight Gems Ward to the thriving Zik'thath Market. The Autumn Bridge is carved to look like one hundred Ditimayan slaves holding themselves above the Zheree. Supposedly the design comes from a legend of ancient Ditimayan nomads who used each other's limbs to create a chain so they could ford the angry river. The view of the sun setting over the Omerian from the bridge is particularly enticing. It's on this bridge that many travelers passing through Orbea fall in love with the town.

13 - ZHALRUVOX CHANNEL

The Zhalruvox Channel clings to either side of the Zheree. The shops, restaurants, and inns here are a little tamer than those found in the Zik'thath Market. That said, the Channel's shops and services are not what one would normally expect to find in any other town, village, or city. Free from the prying eyes of the town's militia and the Arruquetan garrison, a black market culture thrives in the Channel. Illegal weapons, magic items, rare animals, mercenary services, and more can be bought in the Channel, usually at a steep price.

Ref Greggaz (NE male Knotsider human **veteran**) is the mastermind behind Zhalruvox. Unlike the gangs that infest the northern wards, Ref keeps his business quiet. Nearly everyone is on his payroll and he doesn't cause a stir. And thanks to contracts with powerful people all over Central Omeria, he is well-protected. Of course, you'll never actually find Ref in Zhalruvox Channel. Ref lives in a quiet mansion overlooking the Omerian in the Eight Gems Ward where he tends to his garden and spends time with his grandchildren.

14 - EIGHT GEMS WARD

The well-to-do of Orbea live in the Eight Gems Ward overlooking the Omerian Ocean. As the pinnacle of wealth, the Eight Gems is one of the only wards that has its own standing militia. Some of the guards work for the town and are paid in taxes. Others are former soldiers hired as mercenaries. Although Eight Gems is unwallled, anyone that "doesn't fit in" is quickly accosted by the ward's defenders. A non-resident better have a good excuse or better bribe. Otherwise, they may find themselves bloodied and dragged out onto Market Road, or worse (tossed into the Omerian).

Like most people with too much money, the residents of Eight Gems spend most of their time trying to one-up their neighbors. Every year, the houses get taller and more elaborate. The parties grow more lavish and over-the-top. And the clothing is simply outrageous. A popular trend among the Eight Gems' elite is to dress as a Signature Monster. For example, a dilettante whose chosen monster was a Chimera might wear a golden lion mask, and wear golden epaulets designed to look like a ram and a dragon. Or someone whose monster was a harpy might wear an elaborate cloak made of pink and yellow feathers and not much else. The more risqué the better, darling.

15 - GADRAN'S PLATEAU

Queen Daria Emagavel of Arruqueta made a deal with Orbea: you let me collect tolls from the people traveling through the Leash and through Orbea, and you can do as you please. The Tribunal agreed and the Arruquetan Toll was built along the ramp leading off the plateau. The toll charges 1 sp for two-legs, 4 sp for four-legs, plus 1 sp per wheel. With nearly 1,200 travelers passing through the toll each day, Gadran's Toll has

helped fund Emagavel's continued political and military interests.

As the toll has expanded, so has Arruqueta's presence in Orbea. East of the toll, Arruqueta maintains two huge barracks with 100 trained soldiers (**guards**) each. In addition, they have equipped the plateau with mangonels and ballistas. Plus, the Arruquetans maintain a stable of 20 **griffons** whose riders can have them saddled and in the air in less than a minute.

Overseeing the operation in Orbea is one of Emagavel's most trusted officers, Captain Santxa Goytino (LN female Ditimayan human **knight**). Goytino also oversees a unit of 10 Cords (**guards**), the secret police of Arruqueta, who sniff out separatist forces in Orbea.

16 - LARIS LEDGE

Also called "the Thumb" Laris Ledge is the second-highest point in Orbea, second only to Sevari. Originally, it was intended to be an area of expansion for the town. Many of the Maze's greatest developers pitched it as the new Eight Gems. A few months after residents moved into Laris, an earthquake shook Orbea. The shockwaves knocked a massive chunk off the east cliff, toppling three buildings and killing not only the families within but also twenty people in Azen'qod Ward below. Since then, the project was abandoned. A few of the homes are still occupied, but overall, Laris is a ghost town, which is strange considering the congested nature of Orbea.

17 - AZEN'QOD WARD

There are shrines and small temples all throughout Orbea, each dedicated to a different, unique god or goddess. But if there was one spiritual center of Orbea, it would definitely have to be Azen'qod Ward. The three largest temples in Azen'qod are the Temple of Yrena, Goddess of Destruction; the Temple of Zuton, God of Good Luck (which, let's face it, is more of a casino than a temple); and Usteus, God of Judgment.

Like all temples of Yrena, her temple in Azen'qod is maintained by eight blind seers known as Yrena's Witnesses. For the most part, the seers keep to themselves. Oddly, they don't have the same freedom to perform sacrifices in honor of Yrena as other temples do. That's thanks mostly to the halfling worshippers of Usteus who've made it clear that as long as Usteus' temple stood in Orbea, there would be no unsanctioned murders (aka murders done by anyone but the halflings themselves).

Thirty percent of Azen'qod's population are wanderer halflings and most are devout worshippers of Usteus. The temple is governed by Meros Scarletfoot (LE male wanderer halfling **spy**). But Meros is more than just a holy man. He is also a criminal mastermind. By manipulating the faith of his fellow halflings, he sends them forward to commit "acts of Salvation" on behalf of Usteus. His grip on the halfling culture of Orbea has made him very wealthy. Over the last few months, the Salvation has started a bitter rivalry with the lizardfolk gang of neighboring Khikzux Ward. Since the first incident, fresh bodies from both sides have turned up in the Zheree and Kenqrud Bay every week. The militia originally tried to get involved but was explicitly told to stay out of it by both gangs. With few resources and fewer options, the militia had no choice but to comply.

ORNER WREROS NEEDS PROTECTION

While the characters are traveling through Orbea, particularly near Zhalruvox Channel (Area 13), they are stopped by a young man looking for help. Read the following:

"Excuse me?" comes a voice behind you. You turn to see a young man with a black eye. "Sorry, but correct me if I'm wrong: you're adventurers, right? My name is Briyan. My employer is looking for a group of adventurers to help him out. The job pays 100 gold pieces if you're interested. If you're interested in the job, he says that you can meet him at the Mystique."

Briyan doesn't know any more details but can give detailed directions to the Mystique. The Mystique is a popular casino in Zhalruvox Channel. Although the Channel itself has a seedy reputation, the Mystique is considered a safe environment; well, unless you're loose with your gold, of course.

If the characters accept, Briyan leads them to the Mystique.

The Mystique itself is dim, dusty, and filled with all sorts of roguish types. Still, the presence of few Arruquetan Cords gives you hope that there's at least some form of law in these parts. Briyan gives you a seat at a squeaky booth and motions for a wuhlo waitress to bring you drinks. He then exits, presumably to fetch his employer.

Briyan disappears for about ten minutes. He then returns and explains that Gorved will meet them in just a few minutes. The characters are free to do as they like in the casino while they wait. After fifteen minutes, Gorved meets them.

Briyan reemerges at the far side of the bar and points you out to a bald, human man with multiple face tattoos and crimson-colored eyes. The man nods and approaches, "I apologize for my tardiness, travelers. I was in a heated game of Banzo which, I am afraid to admit, I lost. I am Gorved Icefall of Ushoyla. Welcome to the Mystique."

Gorved takes a moment to get to know each of the characters. Overall, Gorved Icefall (LE male Rasgax human **ranger**) is friendly, polite, and listens well. As a Rasgaxian, his appearance can be offputting. His face is covered in thick black, tattooed lines and the irises of his eyes have a reddish glint which changes depending on the conditions of light; this trait gives Rasgaxians their ability to see in the dark.

"I know that you're new to town and likely this entire situation seems unusual. In my line of work, however, places like this are easier to work out of as there are often fewer stray eyes and ears."



"This is what I need from you. I have an important client who needs escorts to Knotside. He fears for his life and believes that there are dangerous people looking for him. I've booked him passage on a Dinzer airship, *The Predator*, which is currently docked here in Orbea. It leaves tomorrow morning just a few hours after sunset. It has a 24-hour layover in a town not too far from here named Pantmawr and then will head north over the Elegant Valley and arrive in Knotside in a little under two days. Once in Knotside, you'll make sure that the client reaches the Institute of Archaeology safe and sound. There, my man, Kibble will meet you and pay you 80 gold pieces. You'll receive 20 gold pieces now plus credentials to allow passage on *The Predator*."

He places a small, jingling pouch on the table.

"If all of this is agreeable, this is your payment. Accomplish this task without any issues and Kibble will have more work for you once you reach Knotside."

The pouch contains 20gp, as promised. He also gives each character a bronze token stamped with the eye of Odonburg on one side and a warblimp on the other. Each token has a different number. "These are your credentials to get on board *The Predator*," he tells the characters.

The blimp leaves the following day at sun-up. They are to meet the client one hour before.

"He will know what you look like and will wave you down. He will then ask you the following question, 'Have you climbed the tallest mountain?' to which you must reply, 'Yes, and I have seen the green land below.'"

From there, the characters are free to do what they like in Orbea.

THE CLIENT

When the characters reach the airfield (Area 1) at sun-up the following morning, read the following:

Seven 200-foot-tall blimp-towers organized in a triangle line either side of the main roads heading west out of Orbea. The towers are spaced roughly 250 feet apart. The main control tower is at the center of the towers; through the use of illusory magic, a loud, echoing voice issues commands to the blimps' pilots and porters. Bright, red lights tip each of the towers, no doubt used to help guide blimps entering Orbea's airspace to their docks. Currently, there are two blimps docked in Orbea, all bearing the blue and red colors of Odonburg. At the center of the tower's framework, you see levitating platform discs lifting cargo up to the blimp's catwalks.

Other than early morning workers, there doesn't appear to be anybody there. The porters (**commoners**) and guards pay little attention to the characters, assuming that they're working for someone who is piloting one of the blimps.

Thirty minutes pass before the characters catch sight of someone.

From the west end of the airfield, a diminutive figure wearing a long, black overcoat with a hood pulled tight over his head approaches. He moves as if he's in a dreadful hurry.

Once he's within 30 feet he pauses. After he takes a moment to catch his breath, in a gnomish accent he calls over, "Good morning!"

Before he's willing to give the password, Orner Wweros wants to get a bead on whether or not the characters are who they are supposed to be.

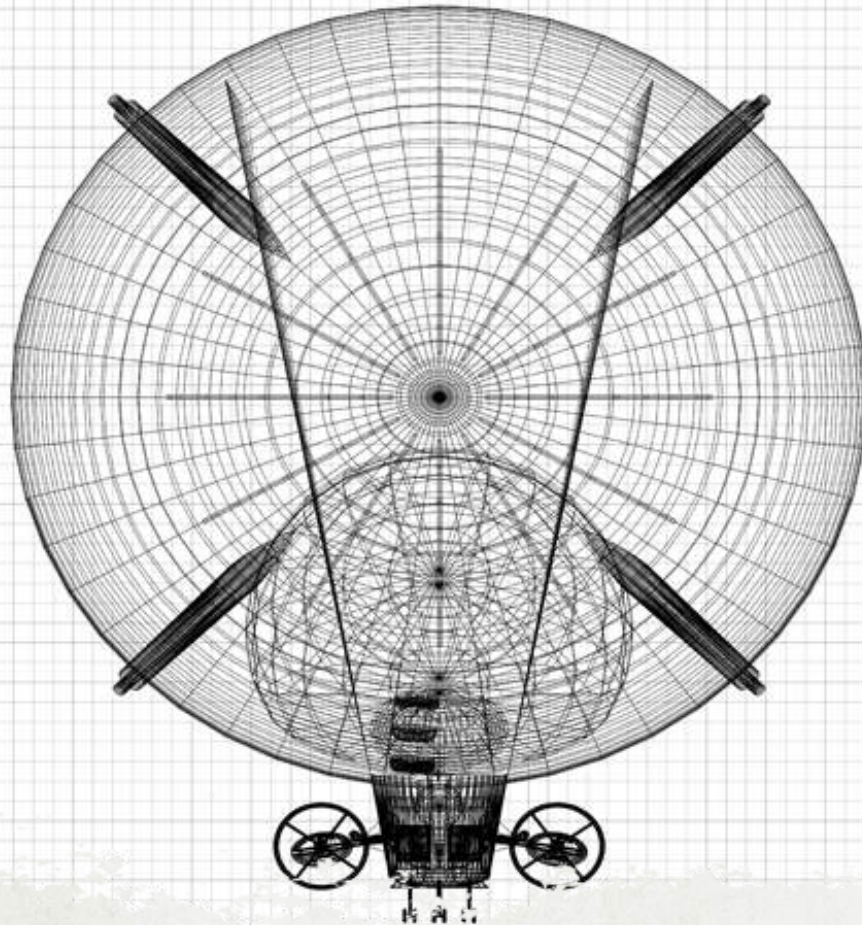
Finally, after a little nervous small talk, he asks the big question:

"Odd question, but, um: have you climbed the tallest mountain?"

So long as the characters respond with, "Yes, and I have seen the green land below," Orner will feel safe with them. He has his own credentials and he's ready to board *The Predator*.

The gnome introduces himself as Orner Wweros, a scientist for Odonburg. Orner is detailed in the *Monsters of The Predator* supplement.

"My life is in grave danger. I don't know who exactly be after me, but I know they want me dead." The gnome pulls down his hood. An older gnome, Orner is probably between 250 and 270 years old. He has a gentle, happy face, with rosy cheeks and a bright red nose.



CHAPTER 2. THE PREDATOR

Once, the AZ 129 *Predator* (Airship Zeppelin #129; Registration: D-LZ 129) was a large Odonburg warblimp, the lead ship of the Royal Albatross-class, the longest class of flying machine and until the recent introduction of the AZ 730 *Roc*, the largest airship by envelope volume. It was designed and built by the aircraft company, Shadow Honour artificer guild of Charidge for use by the Imperial Navy of Odonburg in 973 AT. The ship was used heavily during the Attack of Regrets of 1025 AT where its canons leveled the village of Viota near Cabal.

Starting to show signs of the age, the ship has been reconfigured as a heavy-duty cargo vessel. The ship is piloted by Captain Cage, a rare remote traveler (see the *Monsters of The Predator* supplement) pilot and crewed by a twenty, including Cage.

GENERAL FEATURES

Unless stated otherwise, *The Predator* has the following features:

Ceilings. The ceilings in the lower deck, holds, and cabins are 8 feet high with 6-foot-high doorways.

Doors. Many of the ship's doors are locked. Only the officers have keys to open the doors. The ship's doors are made of wood and have AC 15, 18 hit points, and immunity to

poison and psychic damage. A lock can be picked with a successful DC 15 check made using thieves' tools, or the door can be forced open with a successful DC 20 Strength (Athletics) check.

Envelope. The envelope itself is 246-foot long and 425,000 cubic feet. It contains over 8 million lightless *driftglobes*. Through use of the Shadow Honour DG-7 technology integrated into the ship's steering column and lift controls, it is able to rise into the sky.

Footlockers. Footlockers on the ship are iron and have AC 19, 18 hit points, and immunity to poison and psychic damage.

Light. Hanging lanterns cast bright light throughout the ship. Most have *continual flame* cast within, meaning they are never extinguished.

Rigging. Rigging on the ship can be climbed without an ability check.

KEYED LOCATIONS

The following areas are keyed to the maps of *The Predator* found on page 17 and 19. "The Missing Crewman" descriptions refer to the mystery that occurs after *The Predator* leaves Pantmawr. See Chapter 3 for details.

MAIN DECK

The main deck of *The Predator* has the following areas.

STERN

STARBOARD

PORT

DOWN TO
AREA 8

7

3

5

4

6

DOWN TO
AREA 12

1

DOWN TO
AREA 14

DOWN TO
AREA 15

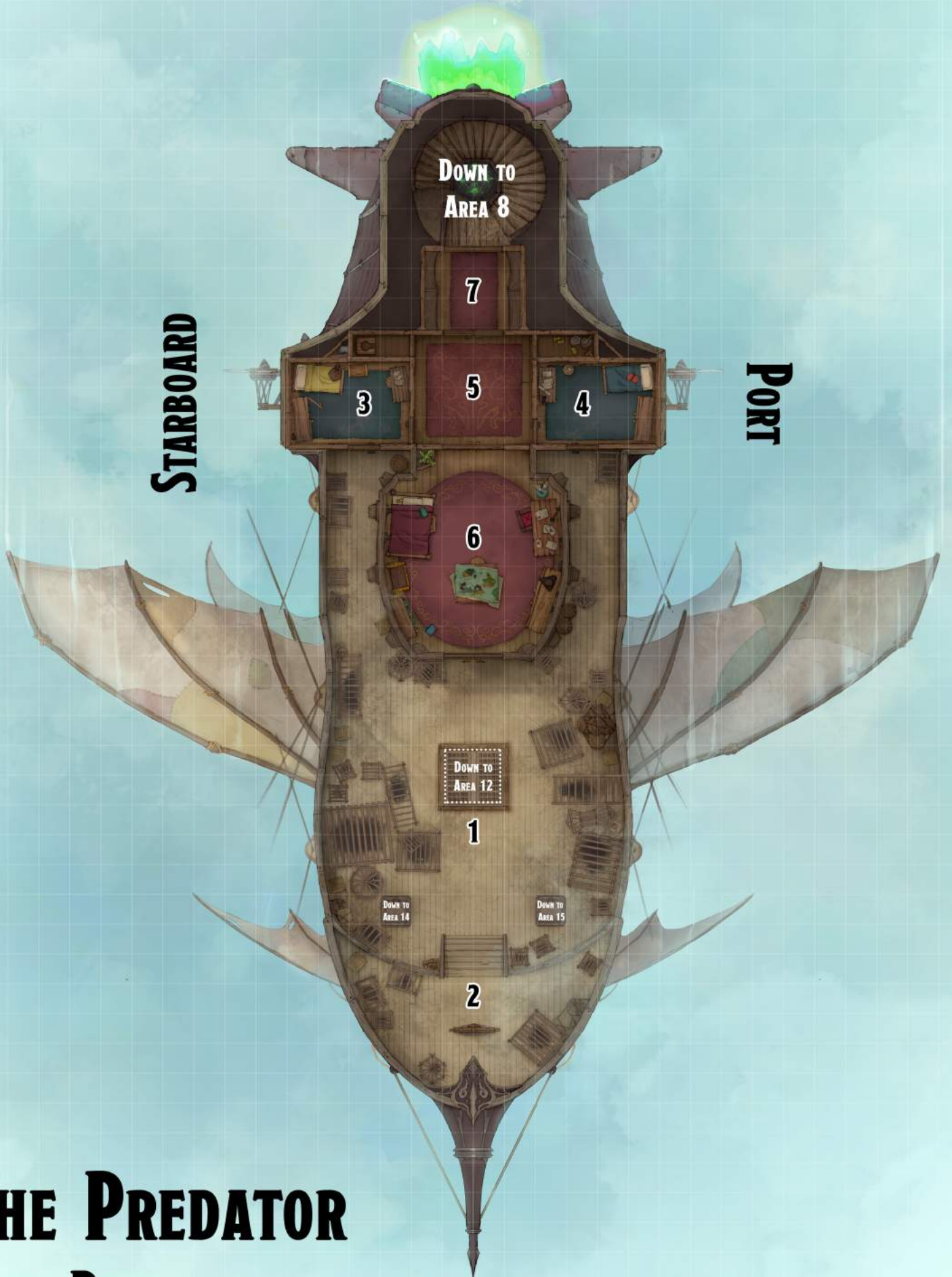
2

THE PREDATOR

MAIN DECK

Bow

1 SQUARE = 5 FEET



1 - MAIN DECK

The main deck of *The Predator* is exposed to the elements, although it is shielded by the massive envelope above it. While in flight, any creature who falls from the deck will surely die as the drop will be many thousands of feet.

The deck has the following features.

Animal Cages. In addition to the more dangerous animals kept in the hold, mundane beasts and critters are kept in wooden cages. Choose any of the nonmagical beasts with Intelligence scores of 3 or less found in the *MM's* Appendix to populate the cages. All of the cages have manual locks that can be opened by intelligent creatures. Once freed, the beasts try to escape. There is a chance that the beasts may become frantic and attack out of fear. Flying creatures will launch from the deck and escape.

Doors. The doors leading into Areas 3, 4, and 6 are kept locked at all times. See General Features for details.

Hatches. There are three hatches that lead down to the lower deck. Two of the hatches closer to the stern lead into the crew quarters. The larger hatch is for storing cargo. The large hatch has a platform that can be lowered and raised with ropes and pulleys. The platform can hold up to one ton worth of cargo or creatures.

Working Crew. At any given time, there are 1d4 crewmen and/or officers working on the deck. Tohaku (see below) is almost always found on the deck. Lacking his own quarters, he prefers to sleep up top.

2 - FORECASTLE

At the bow of the ship is the forecastle. The ship's rudders are controlled by the wheel. At almost all times, Captain Cage is found here. There is only a 20% chance that Cage is mentally present. More often than not he's set his remote traveler to autopilot.

3 - IVOXAR'S QUARTERS

The ship's quartermaster, Ivoxar, keeps his quarters in the port quarter room. Like the other rooms, the the doors in and out of his chambers are locked, even when Wrerros inevitably rests there (see Chapter 3).

Treasure. Ivoxar keeps an unlocked trunk that contains the contents of an explorer's pack, two sets of traveler's clothing, a short sword, a *rope caster*, and 30gp.

The Missing Crewman. Ivoxar has hidden *Orner's venomous crossbow*, two vials of antivenom (at least one of which has been used), and Wrerros' goggles in a hidden compartment in the floor. Finding the compartment requires a DC 12 Intelligence (Investigation) check. See the *Magic Items of The Predator* supplement for details on the *rope caster* and *venomous crossbow*. Should the characters find these items, they may make a connection between Ivoxar and the missing crewman. The characters may also draw the conclusion that Wrerros was somehow involved.

4 - KIZAH'R'S QUARTERS

The ship's bosun, Kizahr, keeps his quarters at starboard quarter. His doors are locked whenever he is not in his quarters.

Treasure. Kizahr keeps a trunk that contains the contents of a diplomat's pack, two sets of traveler's clothing, his rapier, and 20gp. The trunk is usually unlocked.

5 - CAPTAIN'S DRAWING ROOM

Normally, the room situated between the officers' quarters would act as a room of entertaining. However, Cage opted to remove the tables and chairs in the room. Now it's just a well-decorated thoroughfare to the stairway.

The Missing Crewman. As Wrerros was returning to Ivoxar's room, a drop of venom from his crossbow hit the rug just in front of the door leading to Area 3, Ivoxar's quarters. Noticing the drop requires a DC 16 Wisdom (Perception) check. Identifying the poison requires a DC 13 Intelligence check using proficiency in Alchemy or Poisoner's kit.

6 - CAPTAIN'S QUARTERS

Cage rarely uses his quarters. As such, it's dusty and a bit of a cluttered mess. The trunk at the far end is empty, and beyond a few books, maps, and charts, there is nothing of value. Regardless, the room's two exits are always kept locked.

During the crash, this is the safest room on the ship. Not only does the room provide advantage on saving throws made during the crash, but whenever a creature in the room is subjected to an effect of the crash that would allow it to make a saving throw to take only half damage, the creature instead takes no damage if it succeeds on its saving throw, and only half damage if it fails.

7 - PASSAGEWAY

This area connects the captain's drawing-room to the stairs that lead down to the lower deck.

The Missing Crewman. As Wrerros was returning to Ivoxar's room, multiple drops of venom from his crossbow hit the rug. Noticing the drop requires a DC 13 Wisdom (Perception) check. Identifying the poison requires a DC 13 Intelligence check using proficiency in Alchemy or Poisoner's kit.

LOWER DECK

The lower deck of *The Predator* has the following areas:

8 - WORKSHOP

Although this area is relatively bare, various tools hang on both the port and starboard walls.

Heavy Doors. The double doors leading into the engine room is heavier than the other doors throughout the ship. The door has AC 17, 25 hp, and is immune to poison and psychic damage. The locks can be picked with a successful DC 17 check made using thieves' tools, or the door can be forced open with a successful DC 23 Strength (Athletics) check. Once opened, the workshop is filled with dull green light from the emerald Odonburgite.

The Missing Crewman. In his hurry, Wrerros forgot to close the door double-doors leading into the Engine Room all the way. This is immediately suspicious to anyone who is familiar with the purpose of the engine room.

9 - ENGINE ROOM

The first time the characters enter this chamber, read the following:

STERN

STARBOARD

PORT



Bow

THE PREDATOR

LOWER DECK

1 SQUARE = 5 FEET

Dull, green light floods the room. The source of the light is a massive, green stone wired into a pedestal at the center of the room. Tubes and pipes litter the ground all around it. This must be what powers *The Predator's* magical implements.

The stone is emerald Odonburgite, a magical gem that supplies Dinzers with evocation energy. This stone is particular has been in service for centuries and most of its power is drained. Even still, it has more than enough power left in it to keep *The Predator* flying for another half-millennium.

The Missing Crewman. If the characters enter this chamber after Wreras installs the device, the device is immediately noticeable to anyone who is proficient in Arcana or the inner workings of *The Predator*. Read:

You see a strange, almost-spider-like device attached to the top of the glowing, green gem. Various wires—of newer make than the ones coming from the gem's pedestal—surround it. If you didn't know any better, you'd say that someone placed this device onto the emerald just recently.

The device is a necrotic-overchannel device, invented by Orner Wreras. Nothing like it has ever existed in Omeria before. It is designed to release high levels of necrotic energy into the emerald Odonburgite. Once released, the Odonburgite destabilizes and folds in on itself. It then creates a tear in reality capable of devouring the entirety of *The Predator* and all matter in a 10-mile radius leaving only a massive hole in space.

The moment this device is discovered, Wreras and his minions reveal his intentions to the crew. Details on how to disable the device can be found in Chapter 4 of this adventure.

10 - SUPPLIES

The port quarter supply room holds enough food and water to feed the crew and animals for five days.

11 - GALLEY

Efune (see below) prepares meals for both the crew and the animals in this small galley kitchen.

12 - HOLD

The ship's hold has been converted to pens for the more dangerous creatures aboard *The Predator*.

Animal Pens. Each of the animal pens are detailed in the Animal Pens Contents table below.

Heavy Doors. The stern doors leading into the engine room are heavier than normal. The door has AC 17, 25 hp, and is immune to poison and psychic damage. The locks can be picked with a successful DC 17 check made using thieves' tools, or the door can be forced open with a successful DC 23 Strength (Athletics) check. Once opened, the hold's hallway is filled with a dull green light cast by emerald Odonburgite within the engine room.

The Missing Crewman. After his tussle with the crewman, Wreras dragged the body back through the crew dining

ANIMAL PEN CONTENTS

Pen Contents

A	There are two harpies in this pen. The harpies' wings are clipped, preventing them from flying. They are muzzled..
B	1 ankheg
C	1 hippogriff (its wings have been clipped)
D	1 axe beak
E	1 axe beak
F	This pen is empty.
G	1 grick
H	The manticore , Gan, resides in this pen. Gan's spikes are removed daily by the zoologists and his wings have been clipped, preventing him from flying.
I	1 bulette
J	1 hippogriff (its wings have been clipped)
K	1 black pudding (in an acid-proof glass cage)
L	1 female owlbear
M	1 male owlbear
N	2 owlbear cubs (treat as black bears)
O	1 hook horror
P	1 otyugh
Q	Gan's mate, Shahri, also a manticore , is in this pen. Like Gan, her wings have been clipped and her tail spikes are removed daily.
R	1 triceratops

room and into the hold. He then disposed of the body by feeding it to the bulette in Pen I. A character who finds the signs of the struggle in Area 13 can easily find the trail leading to the bulette's cage. Inside the bulette's cage are the discarded bones of the crewman and shredded clothing. Because the crewman had poison in his veins when he was eaten, the bulette contracted food poison (treat it as poisoned for the next 24 hours). A successful DC 10 Medicine check recognizes that the bulette is poisoned. A character who noticed drops of poison throughout the main deck may immediately draw the conclusion that the same poison found on the floor is the poison affecting the bulette.

Gan, the manticore in Pen H, witnessed Orner feeding the crewman to the bulette but kept quiet. When the characters inspect the bulette's cage, the crafty manticore announces that he knows who the killer was and offers the identity in exchange for release. Gan is clever and not easily tricked. The manticore has advantage on Wisdom (Insight) checks to tell if a creature is lying to him about being released. Otherwise, no amount of non-magical coercion will get Gan to reveal the identity.

13 - CREW DINING

The ship's crew dines in this room. Some even hide here to get away from the mundane work bestowed upon them by

Ivoxar.

The Missing Crewman. Wreras' was caught moving through the ship by the crewman in the dining area. Without hesitating, Wreras quickly dispatched the crewman with his venomous crossbow. A successful DC 16 Wisdom (Perception) check reveals the signs of a struggle and that a body was drug through the stern doors into the hold and to the starboard beam pens.

14 - CREW QUARTERS, STARBOARD BOW

Half of the crew sleeps in this room.

15 - CREW QUARTERS, PORT BOW

The other half of the crew sleeps in this room. There are enough hammocks and cots for the characters to stay either in Area 14 or Area 15. Likewise, the zoologists and porters stay in these rooms.

16 - LOWER PORT STORAGE

The single door leading into the lower storage is locked. All of *The Predator's* old automatons are kept in here. Unless Orner Wreras has already modified the constructs, the characters find an inactive and rusty mechanical golem, two bomb automatons, and three rocket automatons.

The Missing Crewman. If the characters enter this area between the time Wreras snuck in but before he brought them to life, they may discover the remote control devices he's installed on each of the constructs. Realizing the function of the devices requires a successful DC 16 Intelligence (Arcana) check. A character can spend 10 minutes attempting to remove one of the devices from a single construct. At the end of the 10 minutes, have the character make two DC 15 checks: Intelligence (Arcana) and Dexterity (Sleight of Hand). If both checks, pass the device is removed. Otherwise, removing the device fails and telepathically alerts Wreras to the characters' tampering attempt.

PASSENGERS AND CREW OF THE PREDATOR

The following NPCs make up the passengers and crew of *The Predator*. You are free to substitute any of the NPCs listed below with the characters, as detailed in the Adventure Hook section in the introduction.

THE CREW OF THE PREDATOR

The following NPCs run the day-to-day operations of *The Predator*. They are listed in order of rank.



CAPTAIN CAGE

Irritable leader of The Predator

A decorated soldier and veteran of the Attack of Regrets, Captain Cage is not happy with his current task. To him, the

THE PREDATOR

Gargantuan vehicle (250 ft. by 65 ft.)

Creature Capacity 30 crew, 20 passengers (currently 10 crew and 3 passengers)

Cargo Capacity 200 tons

Travel Pace 60 miles per hour (1,440 miles per day)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (-2)	20 (+5)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions

On its turn, the ship can take 3 actions, choosing from the options below. It can take only 2 actions if it has fewer than twenty crew and only 1 action if it has fewer than ten. It can't take these actions if it has fewer than three crew. Currently, the ship has only ten crew.

Move. The ship can use its helm to move with its arc propulsion engine.

Hull

Armor Class 15

Hit Points 300 (damage threshold 15)

Control: Helm

Armor Class 18

Hit Points 50

Move up to the speed of the ship's arc-propulsion engine, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

Movement: Arc-Propulsion Engine

Armor Class 15

Hit Points 200; -25 ft. speed per 50 damage taken

Speed (air) 500 ft. (on the same turn the ship uses it action to move 250 ft. or more in one round, attacks made against it are made with disadvantage)

transport of rare animals is far beneath him.

However, since he received an injury during the crash of his last ship, he's been relegated to remote piloting via a traveler suit.

A remote traveler is an animated suit of armor whose operator pilots it from hundreds and sometimes thousands of miles away. In this case, Cage pilots his remote traveler from Odonburg's naval base. Most of the time, Cage puts his suit on auto-pilot while the suit itself puts the ship on autopilot. It's not uncommon for a crewman to ask the captain a question to have no reply come back.

Captain Cage's stats can be found under the **remote traveler** listing in the *Monsters of the Predator* supplement.



TOHAKU

Overeager first mate of The Predator

Tohaku is a shungmo (pandafolk) from the distant nation of Meiyo-ken. Rare on this side of the Omerian Ocean, Tohaku is often met with odd looks, especially considering his huge size. What surprises most, however, is how friendly and eager to please he is. Tohaku rose to the rank of first mate within the royal navy thanks to his combat skills and attention to detail. But his inability to say "no" has constantly kept him back from captaining his own ship.

Overall, Tohaku is a foil to Cage's negativity. He welcomes the passengers—including the characters—with large, fuzzy arms.

Tohaku is 7-feet tall and weighs 400 pounds. As a shungmo, he is covered from head to toe in thick fur that alternates between black and white. For Tohaku, use the **werebear** stat block except without its Shapechanger feature (always in hybrid form) and remove its lycanthropy curse.

KIZAHR

Quiet, intelligent bosun of The Predator

Kizahr of Odonburg is a fiercely patriotic third-generation navy man from the Dinzer province of Boscus. He says very

little, almost never smiles, and prefers to keep to himself. When he's not getting the crew into shape, he can be found in the ship's workshop or engine room, making any necessary repairs and tune-ups.

Typical for a Boscosi Dinzer, Kizahr is short. He stands only 5 feet and 2 inches tall and weighs 140 pounds. Kizahr is a LN male Dinzer human **noble**, except he prefers to fight with a pair of daggers named Red and Blue.



IVOXAR

Nervous quartermaster of The Predator

Sometimes called Blinky by the rest of the crew, Ivoxar is the dim-witted officer of *The Predator* in charge of the crew and passengers. He's known for two things. First, whenever he's talking to another person he constantly blinks; hence the nickname. Second, he has an exceptionally low voice. As a Dinzer from Tothijan, the northernmost province of Odonburg, more than a few have suspected he may have devilkin or even danaavrakt blood running through his veins

(untrue on both accounts).

Many in the Navy dislike Ivoxar, seeing him as a greedy and petty officer who is prone to power trips. On more than one occasion, he's asked for crewmen to steal from passengers on his behalf. And when in port, he spends most of his income on gambling and other decadent pleasures. Unusually, Ivoxar put in a request to transfer to *The Predator* claiming he hoped to visit friends in Orbea. Tired of his antics, his commanding officer agreed and had the man teleported to Orbea.

Ivoxar stands 6 feet tall and weighs a little over 200 pounds. He is a LE human Dinzer **thug**.



EFUNE

Joyful, always-singing cook of The Predator

If you've ever eaten a meal on *The Predator*, chances are Efuné cooked it. Known for her love of spice, Efuné hails from the small province of Uwhyae in Odonburg. Uwhyae is best known as the original home of the founding brothers of Odonburg Odon and Oxon. Uwhyae Dinzers love to wear their hair up and often dress in gold jewelry and decorative armor, especially hip guards, bracers, and epaulets. Mostly, Efuné removes such items while she cooks, but when out on the ship, she dresses to the nines.

Moreso than most Dinzers—who often come off as cold and logical—Efuné is exceptionally superstitious. She wears a pendant in the shape of the Amazing Clock of Castlegrasp and always toasts "Until the Eighth" before every meal. Like many who revere the Amazing Clock, Efuné is strongly octophobic. If she enters a room and there are already seven people present she exits. If she opens a bag of onions and eight onions fall out, she will command someone to toss them out before she cooks; she won't even touch them. Once, she met a man whose name was Eight—she screamed and ran from him, to which he replied with a shrug, "I'm used to it."

Efuné is 5-foot 5-inches and weighs 125 pounds. She is a LG human Dinzer **noble**.

WHO ARE THE DINZERS?

Odonburg, the largest and most populated nation in all of Omeria, is home to the Dinzers. The Dinzers were originally a tribe of magically sensitive warriors who lived south of the lands that are now known as the Desolation of Ditimaya. The chief nation of the Dinzers, Odonburg, is the capital city of southern Omeria and home to thousands of magical scholars. For this reason, the Dinzers are the most technologically advanced people on Omeria.

Dinzers stand a little taller than most of their northern counterparts, typically 6 feet or more for men and over 5 1/2 feet for women. They have lean builds with dark skin and curly, dark hair, typically shaven or kept short. Their eye colors range from deep brown to pale green.

Most Dinzers dress in red and blue, the colors of Odonburg, highlighted with gold jewelry. They may incorporate additional motifs determined by their originating province. The Eye of Odon, the national symbol of Odonburg, is often incorporated into the design of their clothing and jewelry.

Dinzer Names: (Male) Ador, Azurick, Cruqiohr, Elore, Egostrum, Erostrum, Ezin, Inamorn, Ugrekalis, Urokalis; (female) Enuphaen, Ditiye, Illakey, Lenydae, Ophephaen, Phithall, Umnoffaeh, Uqiohne, Uxone, Vizith

Dinzers do not take surnames. If two or more Dinzers in the same social group share the same name, they order themselves by age and give themselves an appropriate ordinal. For example, an Ador born in 1001 AT and an Ador born in 1013 would call themselves Ador Primus and Ador Secundus. Were another Ador to enter the social group, the Adors would rearrange themselves accordingly. The emperor of Odonburg, Evadimus, is always referred to as Evadimus Primus, despite his relative age.

It is seen as a cultural faux pas for a non-Dinzer to use or take a Dinzer name.

THE OTHER CREW OF THE PREDATOR

In addition to the captain and his four officers, *The Predator* has five other sailors on board. All are LN Dinzer human **commoners**. You're free to give these crewpersons any names and personalities that you like. Ultimately, they are "red shirts" destined to be killed during the hijacking or crash.

PASSENGERS OF THE PREDATOR

The following NPCs are riding on *The Predator*. They either caught a ride when *The Predator* was docked in Orbea, or they were picked up in Pantmawr. They are listed in alphabetical order.

BUMAN ZENOR AND HALIM SALEEM

Courageous animal caretakers

Halim Saleem was the caretaker of the zoo in the city of

Qola. Following a magical disaster decades ago, the majority of Qola's population evacuated. Dedicated to his animals, Salim decided to stay. Three years passed and finally, Saleem had to make the tough choice to leave. Just as he was about to abandon it, a Knotsider zoologist named Buman Zenor approached Saleem, offering to help. Together, the two made arrangements to have the zoo carefully evacuated and the animals transported over the Spine to Knotside. Zenor connected with an air transport company in Odonburg who provided a specially equipped ship for their needs.

Unfortunately, the first ship, the Postboy, was destroyed following a terrorist attack in Qola. The collateral damage from the destruction forced Saleem and Zenor to escape south. Using only red-striped thornfoots to pull the cages on wagons, the caretakers eventually stopped in the town of Pantmawr. There, Zenor got back in contact with his colleagues and Odonburg who arranged for a second transport ship to meet them.

Halim Saleem is 6 feet tall and weighs 160 pounds. He has a crooked, gapped smile, but overall is quite friendly. When meeting someone new, he always cups the other's hands in his large, calloused hands and bows his turbaned head. Saleem is a LG male Ditimayan human **veteran**.

Buman Zenor is 5-feet and 8-inches tall and weighs 170 pounds. He wears a pair of thick spectacles that make his eyes seem larger than they are. The spectacles are broken in the middle and held together by a large, bluish glob of glue. Buman often talks about animals more than he should, but he's a good soul and a faithful companion to Saleem. Zenor is a LG male Knotsider human **noble**.

Both Saleem and Zenor have proficiency in the Animal Handling and Nature skills.

ESTAR AND KILBIN

Orner's thugs

Estar and Kilbin were hired by Orner to meet him in the village of Pawnmawr. The two posed as porters to assist Zenor and Saleem with the animals. Estar is a NE male Ditimayan **bandit**. Kilbin is actually a **doppelganger** tracker in disguise (see Pseudo below).

ORNER WREROS

Serial bomber and religious fanatic

As a young child, Orner was kidnapped by the notorious cult of the God Ollan, the Purification of the Valiant, and raised as one of their Hellbringer engineers. The Purification indoctrinated him with the cause of the Valiant, and he became a devout follower of the Purification's tenets. Orner built automatons and war machines for the Purification who in turn used his tools as weapons of mass destruction across all of Presson's Enclave.

In 995 AT, the Purification fortress in Gawshire was raided by a unit of Dinzer E-Blasters. Orner and a few others surrendered to the Dinzers and were arrested. But instead of being turned into the authorities in Presson's Enclave, the Dinzers declared all of the Purification dead. Orner and his companions were then transported to the Odonburg fortress known as The Edge. There, Dinzer enchanters worked to break the 150 years of brainwashing inflicted upon him by

the Purification. In the end, they turned Orner's talents and knowledge into a weapon that they could use for their own clandestine interests for the next century.

Orner Wreos is crafty, dangerous, and deceptive. As a middle-aged gnome, he exudes a jolly, grandfatherly presence which allows him to go unnoticed. He's smart enough to avoid most lie-detecting magics and can answer questions so they don't seem like lies. Born and bred into a life of danger, Orner prepares for every contingency.

Wreos was tasked to destroy the Long Shadow casino, a task he completed without question. The explosion killed hundreds, resulting in one of the deadliest terrorist attacks in Omerian history.

Orner Wreos stands 3-feet and 1-inch tall and weighs 45 pounds. His stat block is included in the *Monsters of The Predator* supplement.

PSEUDO

Arruquetan tracker

Long have the Arruquetans suspected that Odonburg had a secret cadre of operatives. Through the adventuring organization known as the Tip of the Spear, the Arruquetan Minister of Opportunities, Likofron Areaga tasked one of the organization's greatest operatives, a **doppelganger** named Pseudo, to find out what she could.

Pseudo began her investigation over a decade ago. During her investigations, she started to notice a connection between various terrorist attacks all over the long continent. The attacks spanned for nearly one hundred years and seemed to share similarities. She saw it as two possibilities: either there was an organization that trained its members the same way or one long-lived person was responsible for the attacks. She dubbed the bomber (or bombers) the Constructist.

By happenstance, Pseudo was in Orbea when the Long Shadow was bombed. Immediately, she noticed the same signs as before. Quickly, she started to gather information and learned that a middle-aged gnome had been seen entering and leaving the Long Shadow before it was destroyed. Although she missed the departure of the airship the gnome caught a ride on, she was able to learn its first stop: the village of Pantmawr. With approval from Captain Santxa Goytino, the leader of the Arruquetan Cords in Orbea, she used a teleportation scroll to get her to Pantmawr before the blimp arrived. She uncovered both of Orner's thugs, Estar and Kilbin. She dispatched Kilbin then took his place. Now she anxiously awaits the arrival of *The Predator* and her quarry, the Constructist.

At any point in the adventure, you're free to reveal Pseudo's true identity. For the most part, Pseudo works best as a "wild card", especially if the characters find themselves in trouble or unable to stop Wreos. She can free the characters from the pens, team up with the characters during the fight on the forecastle, or even help disable the bomb (all detailed in Chapter 4). And if you like, Pseudo may not even be present, especially if the characters are doing well. Instead, treat Kilbin as an ordinary **thug**.



CHAPTER 3. PANTMAWR

The *Predator's* first stop is the small, Ditimayan village of Pantmawr. Pantmawr is small, barely 100 humanoids living in and around the fortress village. The village sits atop a mesa known as Pulvi's Arms. A single road connects it to the lands to the west. Two more roads branch north and west into the Dreadfields and Tribal Confederacy of Might Tradju respectively.

During the Hand of the Third and the Unlimited Eruption, it acted as a supply point for armies marching south to battle the Burning Hordes of Vividus. Largely forgotten by the other Central Omerian city-states and neighboring Tradjuuni states, it is now home to goat herders and wanderers.

THE JOURNEY TO PANTMAWR

The flight from Orbea to Pantmawr takes roughly three hours. In that time, the characters are free to explore the ship, meet the crew, and experience flight aboard a Dinzer warblimp—a converted one at least.

To further enrich the journey and get the characters involved with the NPCs on *The Predator*, introduce some or all of the situations described on Predator Dressing table on the next page.

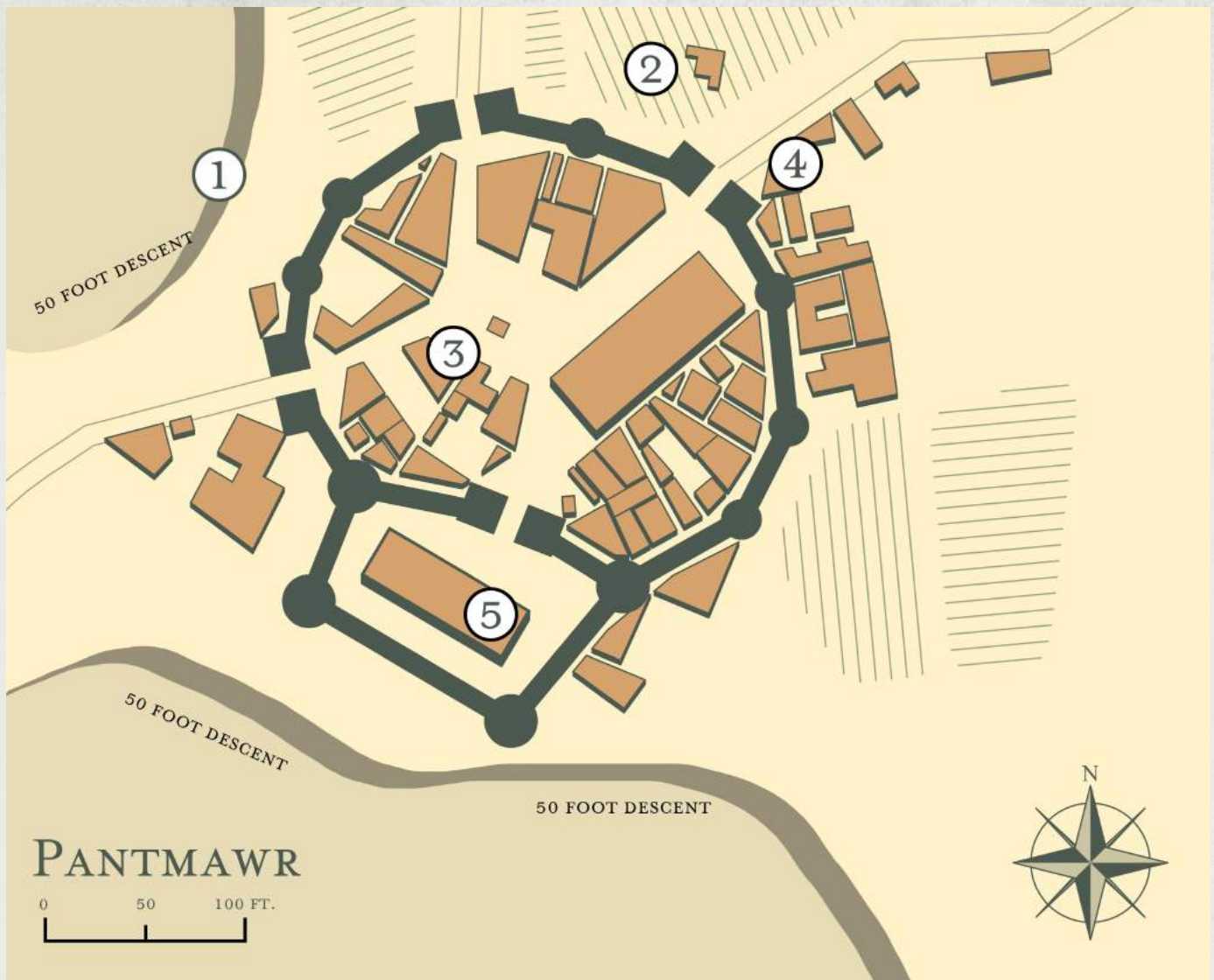
ARRIVAL IN PANTMAWR

As the Eye of Naeyer starts to pull itself over the Basilisk's Spine Mountains, the ship starts to make its descent toward a series of mesas at the northern edge of the Desolation of Ditimaya. At first, the village of Pantmawr isn't noticeable. But once the blimp comes within 2,000 feet of landing, the walls and hilltop keep slide into view.

Read:

You watch as *The Predator* makes its descent, headed directly for a large, wooden dock jutting out from the mesa's cliffside. About 100-feet from the dock you see a walled village the color of the sand surrounding it. Goat herders motivate their livestock back from the edge, watching through the sand kicked up by the ship's propellers. *The Predator* then sounds its landing a horn, a thunderous blast that would rival the largest ocean-borne warship's.

Inevitably, the ship reaches the dock. Two of the crewmen leap down from the deck of the ship. Using 10-foot long hooked spears, they guide the bow of the ship into the dock. Once it fits, they bind the ship into place.



PREDATOR DRESSING

d10 Dressing

- 1 Efune serves a delicious meal to all of the crew and passengers. Anyone who refuses to finish their meal gets an odd look from her—and potentially smacked upside the head with a serving ladle.
- 2 Kizahr sits against rigging on the main deck. He quietly sharpens his daggers all-the-while never breaking his stare with one or more of the characters. There is noticeable grease under his finger nails.
- 3 Captain Cage sings an old war song. In the middle of a refrain, he stops and stares blankly in the distance. One minute later, he starts again. "Sorry," he says, "I had to excuse myself to the rest room. Where was I?"
- 4 Ivoxar retrieves a bottle of wine from below deck and starts pouring everyone a cup. "To safe travels!" he exclaims. He mentions that this is his first flight with *The Predator* and he has a good feeling about it.
- 5 One of the crewmen (your choice) slinks into the animal pens. He seems suspicious. If confronted, it turns out that he's snuck a **homunculos** on board.

d10 Dressing

- 6 After eating Efune's food, Orner claims that he doesn't feel well. See below for details on Orner's "sickness."
- 7 While flying at the edge of the Dreadfields, crewmen point out the strange 200-foot-tall Dinzer pylons that delineate the wasteland and the desert. They cast long shadows in the morning sun. A goat herder walks a few hundred feet in front of them with his flock.
- 8 Tohaku trips, dropping a bag of supplies. The other crewmen laugh. Despite his enormous size, the shungmo joins in on the fun, embracing his companions.
- 9 A formation of **giant vultures** fly past the ship. The crewmen shoo them off with long, hooked spears. The vultures make sounds that sound like they are mocking the crew.
- 10 A strange whistling sound sweeps over the deck. The crewmen claim it's the djinn that live above the clouds.

Long ladders built for the occasion are then pushed up against the ship, allowing those on board to climb down. Between the boards of the newly built dock, you can see the floor of the desert 50-feet below.

SPENDING TIME IN PANTMAWR

It will take the animal's caretakers and crew of *The Predator* approximately 24 hours to load the ship with the animals, secure the cargo, and prepare for liftoff from the landing rig.

In the meantime, the characters are free to explore the small village of Pantmawr. Below are some ideas for side quests and items of interest in Pantmawr that shouldn't take up too much of the characters' time. The characters are under no obligation to fulfill any of the side quests. However, these may help add bring to life the world of Omeria. Choose one of the following adventures or roll a d4 to choose randomly.

1 - LITTLE THIEVES

While traveling outside Pantmawr's walls, a group of kids surrounds the party and offers them flowers. The kids then run off into the dunes to the southeast of the town. Right away, one of the characters (ideally one with a passive (Wisdom) Perception score of 11 or lower) notices that an item of value, such as a coin purse, ornate dagger, or important trinket, has gone missing. The kids stole the item and are now hiding in the dunes bragging about their snatch. The kids are rather mean and surprisingly well-armed. Treat them as **kobolds**, except they do not have darkvision or Sunlight Sensitivity. As soon as one of the kids take damage, they flee or surrender. Killing the kids could end up being bad, as most are related to local villagers and farmers.

2 - THE BLIND SOOTHSAYER

Faatih el-Dib (N male Ditimayan **commoner**) is a blind soothsayer and purported mystic. He sits cross-legged outside of the Black Palm Inn (Area 3) in front of a small charcoal fire. Whenever someone donates 1 cp, he will read the donor's fortune. To do so, he requires a small piece of fabric or a trinket that the donor is carrying. He then tosses it into the fire. By listening to the sound of the fire crackling and inhaling the flames, he makes his forecast. Roll on the Soothsayer Fortune table below to determine the results of the fortune-telling.

SOOTHSAYER FORTUNE

d6 Fortune

- | | |
|-----|---|
| 1-2 | There is one among you who is not who he says he is. Within his long shadow lie the bodies of hundreds of dead. Beware! |
| 3-4 | The mysteries of the world are locked away. To reveal them all, you must find the skeleton key. |
| 5-6 | One, two, three, four, five, six, seven—eight! Eight comes too soon and all is bathed in green. |

3 - THE COLLECTOR

A **goblin** named Klak wheels a small cart of detritus through town. Klak minds his own business for the most part, singing old goblin war songs as he goes. The Stonehouses (see Area 3), hoping to use the goodwill of the adventurers' to their benefit, accuse Klak of stealing one of their porcelain serving dishes. "It's worth at least 2 gold pieces!" they claim. They offer to pay the characters 1 sp each if they rough up the goblin. Klak didn't steal it. Dim-witted, he does a poor job of defending himself, too. If the characters accost him, eventually, one of the locals mentions that the Stonehouses hate all goblins, and Klak is likely innocent.

4 - FLYING SPIDERS!

One of the town's farmers (**commoner**) notices the characters right away and asks for help. The farmer explains that **flying spiders** from the desert have been stealing his goats at night. Although he doesn't have much to offer the character, he can offer a night's stay in his barn plus dinner and breakfast. If the characters agree, three flying spiders attack the goats in the night. The spiders are easily scared off.

IMPORTANT LOCATIONS

The following locations in Pantmawr are places of interest the characters can visit during their short layover. Assume that the remaining buildings on the map of Pantmawr on page 26 are homes and businesses.

1 - LANDING FIELD

In anticipation of *The Predator's* arrival, the villagers of Pantmawr fashioned an airdock off the edge of the northern cliff. It's a sheer 50-foot drop down to the rocks and cacti below.

2 - MAADAWI FARM

Three years ago, the Maadawis' fields stopped yielding tomatoes. Unable to support themselves, they traveled east to Naqqad. Neglected, the farmhouse fell apart. However, the pens that once held the Maadawis' goats and horses were still in good shape when Zenor and Saleem arrived from Qola. They stored the animals and kept them fed. Something of an attraction, visitors came to the temporary zoo to see the unusual creatures.

3 - THE BLACK PALM INN

It's rare that the Black Palm Inn ever sees travelers come through, so the owners, a pair of Von Doral dwarves (**commoners**) named Lubek and Cecilia Stonehouse will be excited to see the characters. The place isn't the nicest inn in the world, but it's at least of modest condition. However, the laws of supply and demand dictate a high price: 8 sp per night per character. And that doesn't include food or drink.

However, the Stonehouses are more interested in unique collectibles. Any rare items or trinkets that the characters are willing to part with might be enough to cover the cost of stay overnight (GM's discretion).

4 - SPOOGUM'S GENERAL STORE

"Need something? Spoozum's got it!" At least that what Spoozum tells anyone who enters his shop. Unfortunately, that's far from the truth. Spoozum (LN male canid **commoner**) carries only items valued at 2gp or less from the PHB, and even then, there's only a 50% chance that he carries the requested item. He does, however, always have dried meats, fruits, and goat cheeses in his shop, as well as water tuns.

5 - PANTMAWR KEEP

The old keep hasn't seen a battle in almost a century. Still, a small militia of 1d4 + 1 **commoners** patrols the keep and walls at all hours of the day. They're led by the one Pantmawri citizen who's actually seen combat, the venerable Jafar al-Fousad (LN male Ditimayan **guard**).

THE ZOOLOGISTS

When the characters arrive, the zoologists, Zenor and Saleem are at Maadawi farm with all of the animals. It's been a long, hard road for the pair and they are anxious to get the animals on board *The Predator* and to Knotside. It will take at least ten hours for the crew of *The Predator* to reconfigure the ship's hold and get the animals inside.

The animals are as follows: 2 **harpies** (muzzled), 1 **ankheg**, 2 **hippogriffs**, 2 **axe beaks**, 1 **hook horror**, 1 **bulette**, 1 **black pudding** (in an acid-proof glass cage), 2 **manticores**, 1 **grick**, 1 **triceratops**, 1 **otyugh**, and 4 **owlbears**.

The characters are free to help. While it won't speed up the process any, it may be worth experience for the group (no more than 50 XP each).

PSEUDO

The doppelganger Pseudo hopes to get close enough to Orner Wreras to capture him. Unfortunately, when *The Predator* docks in Pantmawr, Orner doesn't leave the ship (see below). Until then, she continues to keep up appearances as Orner's henchman, Kilbin.

ORNER WREROS' PLOT

During the flight, just before landing in Pantmawr, Orner ingested a weak version of the torpor poison (see the DMG) to give himself a sickly appearance during the flight, thus allowing him to feign sickness. While poisoned, he suffers from the poisoned condition but is not incapacitated. Identifying the poisoned condition requires a DC 15 Wisdom (Medicine) check. Once identified, the best remedy is bed rest as the condition wears off after 24 hours. To further sell his ailment, he asks if anyone has a vial of antitoxin or can cast the lesser restoration spell or similar magic.

If a character happens to have the ability to remove poison (such as a paladin with Lay on Hands), Orner continues to secretly ingest the poison, claiming that it might be some sort of curse or major disease. As a red herring, he might even point towards one of the crew members, suspecting that they "aren't who they seem to be." Ivoxar, playing his part, gives

Orner his bed in his quarters, Area 3. He also gives Orner the master key, granting Orner access to all the rooms on the ship, including the bow storage and the engine room.

After everyone exits the ship to assist with the animals, Orner pulls antitoxin from Ivoxar's hiding place and drinks it, immediately removing the poisoned condition. He also takes up his venomous crossbow and goggles. Orner then slips out of the room and heads down to the engine room where he plants his device. Once the device is placed, he makes his way to the storage where he finds the stored automatons. After a few minutes, he retunes the machines to his goggles, giving him command over the creatures.

One of the crewmen (your choice) discovers Orner and is immediately suspicious. Orner kills the crewmen and stashes the crewman's body in the bulette cage (Area 12, Pen I). However, the manticore, Gan (Pen H), witnesses the event.

After all of Orner's preparations have been made, he returns to Ivoxar's bed and continues his ruse.





CHAPTER 4. HIJACKED!

After the animals have been loaded onto *The Predator* and all of the crew and new passengers are on board, the ship takes off. It's approximately 600 miles to Knoside, requiring 10 hours of flight time. When Ivoxar performs the headcount, he skips the missing crewman that Wberos fed to the bulette.

WHERE IS THE MISSING CREWMAN?

The first person to notice the absence of the missing crewman is Efuné. She notices that he was not at dinner, which seems unusual. Checking Ivoxar's manifest, it shows that he was counted for (which, of course, is a ruse). Although generally irritable, Captain Cage doesn't want there to be any mysteries during the short flight north. He requests that the characters work alongside the crew to find out what happened to the missing crewman. With supervision from Ivoxar, the characters are given free rein to search the ship and look for clues. If the characters come close to discovering who is responsible for the crewman's death or uncovering Wberos' plot, Ivoxar, Wberos, or Estar attack (see "Orner Takes Control" below).

The clues to the crewman's whereabouts are described in the "Missing Crewman" sections of the Key Encounters in Chapter 2.

ORNER TAKES CONTROL

Once the jig is up, Wberos puts his plan into motion. One or more of the following events occur:

THE AUTOMATONS

The automatons in the ship's hold (Area 16) come to life under Wberos's command. If Wberos is far away from the machines when this happens, he feints surrender until the machines are close enough to assist. It should take the machines no more than 2-3 rounds to reach Wberos no matter where he is.

THE BOMB

Wberos arms the device in the engine room. If the characters are close enough to hear Wberos, read:

Orner pulls open his shirt, revealing some sort of rune lit with black energy attached to his chest.

"This device is attached to the emerald Odonburgite in the engine room. At any time, I can activate it telepathically. And if my heart stops, it automatically activates. What does it do, you wonder? It is a device that automatically targets the gem with overchanneled negative energy—the exact same cause for the

destruction of Qola. Except Qola's explosion was barely one-fourth the size of the gem kept in this ship. Once this bomb goes off, a hole the size of Castlegrasp will open in reality, destroying everything for miles."

Orner's threat is not empty. If the device is triggered, the necrotic energy will disrupt the gem, creating a hole of pure negative energy 10-miles across. The hole will be powerful enough to absorb the atmosphere, disrupting weather patterns across all of Casar. A character with proficiency in Arcana should know enough about the reactive forces of emerald Odonburgite and necrotic energy to recognize the threat.

THE DINZERS STRIKE BACK!

Captain Cage may not enjoy his job, but he'll be damned if a gnome with a bomb is going to endanger the lives of millions. Without thinking twice, Cage, Kizahr, and Tohaku, along with any other loyal crewmen, attack.

The battle could go any number of ways. However, the focus of the combat should be strictly on the characters and Orner Wreras plus any enemies attacking the characters. To simplify the other NPCs involved in the scuffle, at the start of each round of combat, roll three times on the Dinzers Attack table, rerolling any duplicate events or those that you feel are unlikely or don't make sense.

DAMAGE TO THE SHIP

At some point during the Dinzer scuffle, a stray blast hits the engine, wing, or ship's helm, resulting in irreparable damage. First, the ship goes off course. Instead of heading north, it's stuck on a course east over the Ocean of Warna.

THE OFFER

Because the characters are not directly related to the Dinzers, Orner sees them as candidates for joining his movement. Should his group have the upper hand (especially if they defeat Cage and the other members of the crew during The Dinzers Strike Back! event), he makes an offer:

"There is already enough violence in the world. I do not wish to make more. I am not the villain here. The Dinzers of Odonburg have long worked behind a veil, deceiving the nations of Omeria. Join me and we can defeat them."

If the characters ask Orner what he hopes to do, he explains that his first course of action would be to fly *The Predator* and its bomb to the capital city of Odonburg and detonate it. Doing such, of course, would result in the instant deaths of millions of innocents. Not to mention the long term effects may forever change the face of Omeria and Casar.

The characters may see this as an opportunity to earn Wreras' trust, thus allowing them to take control of the ship. If the characters refuse, Wreras—disappointed, but not surprised—locks them in the hold in one of the empty cages. Their equipment is removed and stored in Area 10.

DINZERS STRIKE BACK!

d20 Event

1-2	Captain Cage's remote traveler is destroyed.
3-4	Tohaku is killed.
5-6	Kizahr is killed.
7-8	Efune is killed.
9-10	One of the zoologists are killed.
11	Pseudo is killed.
12-15	One of the other crewmen are killed.
16-17	One of the Small automatons are destroyed.
18	Estar is killed.
19	Ivoxar is killed.
20	Orner Wreras takes 1d4 damage.

He makes a similar offer to any living NPCs that aren't Dinzers, such as the zoologists, Zenor and Saleem.

"Take some time to think about it. I think you'll see my way is the right way. And if not? Then you will die martyrs to the cause."

Any Dinzers or crewmen that survived the scuffle are executed, made to walk the plank where they fall hundreds of feet to their death.

HOW TO STOP ORNER WREROS

With a small army of automatons, able-bodied henchmen, and a bomb at his disposal, Wreras may seem impossible to stop. However, there are a few options that the characters have to help them overtake Wreras and his flunkies.

ESCAPING THE PENS

If the characters disagreed to helping Orner, they are placed into the pens. Estar is left to watch the pens alone while Orner Wreras and the others try to repair the ship.

THE MANTICORES

If the manticores Gan and Shahri are still alive, they see an opportunity to escape with the characters. Normally, the manticore's tail spikes would be removed by the zoologists, but the pandemonium on the ship has freed them from the routine. Using their spikes, they pick their own lock and disable Estar.

The two make an offer to the characters: they will free the characters and help them stop Wreras if they help them escape captivity. The manticores can't fly, so they are at the whims of whoever controls the ship. They recognize they have no choice but to rely on others to get them to safety.

UPSETTING THE OTHER ANIMALS

Alternatively, the characters can try to aggravate the other

animals in the pens to the point where they try to break free. The bulette, in particular, is easily triggered. To anger a creature to the point where it tries to break free of its cage, a character must make a Charisma (Animal Handling) check contested by the creature's Wisdom (Insight) check. On a successful check, the bulette becomes reckless—for 1 minute, or until it calms down, it makes attacks with advantage and all attacks made against it are made with advantage. The creature starts to attack its cage. Once free, it attacks Estar, then goes on a rampage. Note that the creature is not loyal to the character who angered it. If anything, it may target the creature directly.

PICKING THE LOCKS OR BREAKING THE DOOR

Possibly the most obvious way to escape is by picking the locks. Of course, this is difficult since any rogue in the party will have had their lock picking tools removed. However, if the characters search the pen and make a DC 12 Wisdom (Perception) check notices steel fibers leftover from the automatons. A character with proficiency in lockpicking tools can use the steel fibers to pick the lock at a disadvantage. See the description of Area 12 for details.

Keep in mind that Estar will be watching, so the characters may need to come up with a distraction to get past Estar.

THE FORECASTLE

Regardless of whether or not Wreras locked the characters in the pens or the characters agreed to work with the terrorist, Wreras is above deck attempting to fix the ship's controls. The controls suffered heavy damage and are permanently locked, keeping the ship on an eastern course. It will take Wreras at least 12 hours to fully repair the damaged controls.

Wreros is guarded by the mechanical golem, two bomb automatons, and three rocket automatons (minus any that were killed during the Dinzers Strike Back! event, of course). It should be pretty obvious that a direct assault is out of the question. Not without help at least.

HELPFUL ANIMALS

One of the best ways to assault Wreras is with help from the beasts in the hold. While many of the beasts are wild and are driven by their own flight instincts, the chaos of freeing all of them—and most importantly, opening the hold's hatch up to the main deck—is enough to tie up the mechanical golem and Wreras' minions. If the characters use this method, the battle's focus should be only on the characters and any NPCs targeting the characters. Otherwise, at the start of a round (initiative count 20, losing initiative ties), roll three times on the Helpful Animals table to determine random events. Reroll or change any events that are not appropriate to the situation.

EXPLOSION

At some point during the final fight with Orner Wreras and his minions, one of his bombs explodes or the mechanical golem lets loose a stray blast from its chest cannon. The blast damages the ship's envelope, releasing the *driftglobes* that give it its lift. The rate is slow, but enough so that if it isn't fixed within a few hours (adjust as needed) it will bring the entire ship down.

HELPFUL ANIMALS

d10 Event

1–5 One of the automatons kills an animal (your choice).

6–8 One of the animals destroys an automaton.

9 One of the animals pushes the mechanical golem over the side of the deck. There is a 50% chance that the golem catch itself. On its turn, it can use half its movement to pull itself back up.

10 Orner Wreras takes 1d8 damage.

You can give the characters the chance to fix the damaged envelope. However, the adventure works better if the characters crash on the Skeleton Key island. This will act as a direct lead into the second adventure in this series. See Chapter 5 for details.

ORNER WREROS'S DETONATOR

The biggest danger during the final battle is the detonator wired to Orner's chest. If he dies, the bomb in the engine hold goes off and the entire ship is destroyed (plus, other horrible things).

Also, Wreras has a telepathic link to the device attached to the emerald Odonburgite. If things look bad—all of his minions or defeated, or he, himself, is reduced to less than half his hit points—he will trigger the device, sacrificing himself.

The best way to stop Wreras is by knocking him unconscious. This can be done a few ways. If the characters can separate him from the mob of creatures during the battle, they can cast a sleep spell or similar magic to knock him unconscious for 1 minute. This will give them enough time to try to disable the bomb itself. They can also knock him unconscious by dealing nonlethal damage. If the characters forget about the detonator, any character with proficiency in Medicine recalls the presence of the auto-detonator immediately.

Finally, a character can attempt to persuade Wreras from his mission. Have a character make a Wisdom (Persuasion) check contested by Wreras' Wisdom (Insight) check. Wreras is a fanatic and makes the check with advantage. On a success, the character convinces Wreras to stop. Wreras removes the detonator. However, he explains that the bomb isn't easily disabled. It took him years to create the necrotic-energy device. It works, but it is unstable, and not easily taken apart.

DISABLING THE BOMB

The final piece of stopping Wreras involves disarming the necrotic-energy device attached to the emerald Odonburgite. The device is extremely complicated. A fanatic, Wreras did not create a way to easily disarm the weapon. To disable the bomb, the characters (or Wreras, if they convinced him to join their side) will need to make a series of checks.

UNDERSTANDING THE DEVICE'S CONSTRUCTION

First, a character must spend at least one hour investigating the device. At the end of the hour, have the character make a DC 15 Intelligence (Investigation) check. If the character has proficiency in Arcana, they add +2 to the check. In addition, they receive an additional +1 for each additional hour they spend investigating the device (to a maximum of +3). On a success, the character understands how the device works and knows what they (or another character) must do in order to remove it. Otherwise, they must start the process again.

REMOVING THE DEVICE

Once a character understands how the device works, the character who successfully investigated the device can remove the device. No other character can attempt to remove it as they will not fully understand how it functions.

The character must use their action to make three checks: Dexterity (Sleight of Hand), Intelligence (Arcana), and Wisdom (Perception). The DC for each check is 15. Consult the Removing the Device Results table to see how the character did.

REMOVING THE DEVICE

Results	Effect
0 successes	The bomb starts to go off. Any creature within 10 feet of the bomb immediately takes 14 (4d6) necrotic damage. After the initial shockwave, a creature that starts its turn within 10 feet of the bomb takes 2 necrotic damage from its radiation. In 1 minute, the bomb will detonate (see What if the Bomb Explodes below). If a character attempts to remove the device, one success on this table is enough to revert it back to its default state.
1 success	The bomb remains in place and the character who attempted to remove the bomb takes 7 (2d6) necrotic damage.
2 successes	The bomb remains in place, but the character gets a better understanding of how the bomb works. Each subsequent round that they try to remove the device, they can reroll a single failed roll.
3 successes	The character successfully removes the device.

USING BRUTE FORCE

Ironically, brute force also works to remove the device. The device has AC 19, 10 hp, and is immune to poison and psychic damage. A creature that attacks or touches the device without making any of the checks noted above takes 7 (2d6) necrotic damage. Once the device's hit points are reduced to 0, it is rendered useless.

Similarly, a creature can use its action to make a DC 15 Strength (Athletics) check to tear the device from the gem. A successful check results in the character successfully removing the device—however, they take 7 (2d6) necrotic

damage. On a failed check, the bomb starts to go off (same as the result of 0 successes on the Removing the Device table).

WHAT IF THE BOMB DETONATES?

There is always a chance that the bomb will detonate. When it does, it immediately releases a blast of necrotic and radiant energy, immediately disintegrating everything within 500 feet of the emerald Odonburgite (sorry, no save). Then, a tear in reality appears. Anything within 100 feet of the tear is yanked inside and erased from reality. The tear continues to expand until it is 10-miles in diameter. Because the hole is so large, it continues to absorb all matter within 1 mile of it including the ocean, earth, and even the atmosphere. Each year, the hole continues to widen until it eventually destabilizes Casar and the world explodes.

In other words, *don't let the bomb go off.*

REPAIRING THE SHIP

As if worrying about Orner Wreos, his minions, and the bomb weren't enough, the ship is also heavily damaged. Its course continues east over the Ocean of Warna and it is rapidly losing *driftglobes*, sending it on a crash course for the waves below.

REPAIRING THE RUDDER

The controls are seemingly stuck in place, keeping *The Predator* on an eastward trajectory. A character with proficiency in vehicles (air) can make a DC 10 Intelligence check to recognize that the ship's rudders are locked. The only way to repair the rudder is to climb below the blimp. Doing so requires the character to have at least 100-feet of rope (easily found on the ship) handy. Then, they must make a successful DC 10 Strength (Athletics) check to maneuver to the spot where the stuck rudder is located. On a failed check, they can't reach the rudder and must try again. Once by the rudder, they must make a successful DC 20 Strength (Athletics) check to unlock the rudder. Failing this check by 10 or more results in the character slipping. If they slip, the character must immediately make a successful DC 10 Dexterity saving throw to catch themselves on the rope. Otherwise, they lose their grip and plummet to the ground—*The Predator* is likely thousands of feet in the air when this happens; not even water will break their fall. The fall instantly kills the character.

REPAIRING THE ENVELOPE

The hole in the envelope is small but large enough for its *driftglobes* to escape. A character can easily climb the rigging to the area where the hole is, requiring no check to do so. Then, they must make a DC 15 Dexterity check using proficiency in leatherworker's or weaver's tools to patch the hole.

Unfortunately, even after the hole is repaired, the ship has lost too many of its *driftglobes* to maintain its altitude. Too far over the ocean to turn back, the characters must land the ship.



CHAPTER 5. THE CRASH

You're free to exclude this chapter from the story and allow the characters to successfully repair *The Predator* and return to Knotside. However, if you would like to continue the adventure in Part 2 of this adventure path, make it so that no matter how hard the characters try to repair the damaged ship, it inevitably crashes on the island known as The Skeleton Key.

CRASH COURSE

The severity of the crash on the Skeleton Key depends on a number of factors as shown on the Crash Results table. The characters have a chance to earn three successes. The first two successes come from repairing the ship's rudder and its envelope respectively. The third success can be achieved by a character making a successful DC 18 Intelligence check using proficiency in vehicles (air).

Just before the ship crash lands, read or paraphrase the following:

Perhaps no more than ten miles from where you are, a tropical island rises into view. The island is small, perhaps no longer than 60 miles across. At the rate the ship is descending, you will probably crash into the island within the next 5 to 10 minutes.

CRASH RESULTS

Results	Effect
0 successes	The ship comes down hard. All saving throws made during the crash are made with disadvantage. The ship is totally destroyed in the collision.
1 success	The ship comes down hard, but manages to avoid total destruction. Saving throws are made at normal.
2 successes	The landing isn't perfect, but the ship lands. Follow the round-by-round results as normal.
3 successes	The ship lands gently in the forest canopy. The ship takes only half damage and no saving throws are required by the creatures on board the ship.

The ship is pretty sturdy and will absorb the majority of the crash's damage. However, the characters will want to make sure that they are secure. The most secure room on the entire ship is the captain's quarters. Characters in the captain's quarters make their crash saving throws with advantage. Meanwhile, any creatures on the main deck (Area 2) exposed to the elements make their crash saving throws

with disadvantage.

When the crash finally occurs, it takes 3 rounds for it to stop moving. During the time, the following events happen:

ROUND 1

The ship must make a DC 10 Constitution saving throw (its stat block is included in Chapter 2). All of the ship's components take 70 (20d6) bludgeoning damage from the trees on a failed saving throw, or half as much damage on a successful one. Any creature still inside the ship must also make a DC 10 Constitution saving throw. A creature takes 7 (2d6) bludgeoning damage on a failed saving throw or half as much damage on a successful one.

ROUND 2

The ship is tumbling through the trees now and must make another DC 10 Constitution saving throw. All of the ship's components take 35 (10d6) bludgeoning damage from the trees on a failed saving throw, or half as much damage on a successful one. If the ship's hull's hit points fall to 0, each creature within the ship is flung from the aircraft and must make a DC 10 Constitution saving throw. A creature takes the excess damage from the crash on a failed saving throw or half the excess damage from the crash on a successful one. If the ship's hull was destroyed, ignore round 3.

ROUND 3

So long as the ship's hull has hit points remaining, it must make another DC 10 Constitution saving throw. All of the ship's components take 17 (5d6) bludgeoning damage from the trees on a failed saving throw, or half as much damage on a successful one. If the ship's hull's hit points fall to 0, each creature within the ship is flung from the aircraft and must make a DC 10 Constitution saving throw. A creature takes the excess damage from the crash on a failed saving throw or half the excess damage from the crash on a successful one.

KINDA ROUGH, AIN'T IT?

Since this is a first level adventure and the setup to an ongoing Adventure Path series, instead of characters dying outright from the crash, they fall unconscious. In the second part of the story they find themselves alone in the forest.

WELCOME TO THE SKELETON KEY

After the dust settles and the characters pick themselves up from the wreckage, they find themselves on the mysterious island known only as The Skeleton Key. Read:

Dense forest surrounds you. The buzz of insects and cries of wild animals are the only sounds you hear. Although you aren't entirely certain, you estimate that the island *The Predator* crash-landed on is easily 600 miles or more from civilization.

The adventure continues in part two of the *Titan's Heir* adventure path, *The Skeleton Key*, which debuts in early February 2020. Ω





APPENDIX: PLAYER HANDOUTS

BOUNTY HUNTER

Prerequisite: proficiency in the Survival skill

You've just started your career as a tracker and you've been assigned to helping the Arruquetan police force, The Cords, in the town of Orbea. Your first day on the job, there's a terrorist attack atop Sevari Tower—someone has fireballed the Long Shadow casino, killing dozens of Orbean citizens.

The Cords have reason to suspect that the terrorist escaped aboard the Dinzer warblimp, *The Predator*, which just left the Orbea Airfield, headed west to the village of Pantmawr. Your mission, should you choose to accept it, is to intercept *The Predator* when it docks in Pantmawr and discover the one responsible for the attack at the Long Shadow.

Special Gear. You are given a sending stone that allows you to contact Captain Santxa Goytino, the leader of the Cords in Orbea. You can only use the stone once per day. She can help you obtain assets and provide you with any important information you need for the case.

Development. Why have you agreed to take the job in Orbea? Are you someone who follows the letter of the law or do you let your own morals guide you?

ZOOLOGIST

Prerequisite: proficiency in Animal Handling or Nature

The last few months have been difficult for you. A few months ago, you and your fellow zoologist, Halim, were tasked to deliver a collection of rare and unique animals to the Zoo in Knotside. The animals were trapped in the ruined city of Qola. There, a blimp from Odonburg was supposed to meet you. Unfortunately, a terrorist attack led by an orcish pirate complicated things and you, Halim, and all of the animals had to flee the city. Since then you've all been staying in the neighboring village of Pantmawr for the last few weeks.

In just a few days, your contacts in Knotside are sending a new blimp to pick up your cargo. The blimp's name is *The Predator*.

Special Gear. While in Qola, you discovered a glowing green glass pebble. You aren't sure what it is but decided to pocket it anyways. You haven't shown it to anyone else yet, not even Halim.

Development. Why are you a zoologist? Despite all the hardships that you've been through, why have you continued on this mission to save the animals?

PREDATOR CREWMAN

Prerequisite: must be from Odonburg, Intelligence score 13 or higher, proficiency in Vehicles (air)

You've taken a job as a crewman with the Odonburg Royal Navy and you've just gotten your first mission assisting a ship. *The Predator*, a royal-albatross-class warblimp is parked in the town of Orbea on the Weysevain Coast. You are to travel with the ship to the town of Pantmawr, pick up a special cargo of rare animals, then transport those animals to Knotside in northern Omeria.

You will be part of a crew of ten: the captain, four officers and five crewmen (counting yourself).

Special Gear. You have a *crewman's whistle*, which is a common magic item. While a crew member of a Dinzer ship, if you blow the whistle, all passengers and crewmen on the ship can hear the whistle, regardless of where they are. These whistles are commonly used only in case of emergencies.

Development. Why did you join the Odonburg Royal Navy? *The Predator* is seen as something as a joke with many of your peers—so why have you taken the job?

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