

# Mist

## Scene 1: Dragon

Our Adventures are bound for the island known as Mist. Tales of rich farmlands, thick forest ranges and unexplored mountain ranges have drawn humans, elves and dwarfs alike. As such the settlers are not exactly a harmonious bunch, only tolerating each other by keeping a healthy separation yet close enough to benefit from each others protection in case of bandits. It is a cold winter morning and the travelers are crossing the last distance towards the port of North Cape where a ship is waiting to take the settlers to their final destination. This day a dragon passes by and takes an interest in the settlers which must flee into a cave. It turns out to be a rather cold and hungry fire dragon. He parks himself outside the cave entrance and demands that the settlers share some of their food (animals). Feeling that they have no choice 2 cows are sacrificed. Meanwhile the toddlers are being calmed by a music box. The Dragon hears this and becomes fascinated. Again it demands that the person who plays that wonderful music is brought out of the cave so that he may better hear the music. No one is willing to leave the safety of the cave. Unless the adventures are brave enough the dragon leaves after a while. If however, the adventures bring out the music box, then the Dragon will shed a few of its scales while it tugs the music box away before it leaves. The Adventures are told that the scales are valuable and possibly immune to fire and magic. If the adventures are sufficiently able to endear the dragon then they are given a mission. If they happen upon a place warm enough to be of use to the dragon as a habitat then they are to call the dragon. They are given a pendant which they may destroy in order to call upon the dragon. The pendant will only splinter if exposed to extreme heat.

## Scene 2: Sleeping

Our Adventures reach the port of North Cape where the ship is waiting. It is, however, getting dark and the ship will not leave until the day returns. Our Adventures lodge at an inn. As the evening progress the innkeeper announce that something has happened to the stream. He is willing to pay the ship passage for a couple of good people if they find out what is blocking the stream and remove it. The adventures have been told that the stream runs with hot water from the nearby mountain springs and many of the settlers have already had a luxurious bath in the water. If the adventures volunteers they will be given axes as it is assumed that a tree is blocking the stream.

Whoever goes will find the same dragon from earlier that day sleeping in the stream to benefit from it's warmth. If the party succeeds in waking the dragon it will not move unless enticed or severely disturbed. If someone actually dares talk to the dragon they are told that it is very cold for this dragon. It is searching for a new home (As his old one exploded). Even the hot stream is only thin comfort for this dragon. Again if the adventures are sufficiently able to help or endear the dragon then they are given a pendant if they haven't already achieved this. Regardless of what they do they will have a good chance of acquiring some scales from the dragon which is spread around the dragon.

### **Scene 3: Slave Ship**

Our Adventures are sea bound. The Ship "Savanna" is fairly large and owned by a captain by the name of Delvin Blakethorne. Just as the promised land is in sight a storm shows up out of nowhere on the horizon and all passengers are asked to move down into the holds. That is when an unnatural drowsiness hits and all the passengers fall into a slumber. The few who are able to resist are quickly persuaded to surrender or see their peers butchered in their sleep by Blakethorne and his crew. Everyone is robbed of their possessions and shackled. The ship turns out to be the slaver "Pihranah"...

The Ship makes port soon here after. To the settlers surprise there already exist a thriving port. Yet it soon becomes clear that it is pirates and warmongers who have snatched the island of Mist in front of the settlers. The settlers are divided up and some are taken into town while the rest remain on board. The Adventures are told rumors of their captors ranging from them being slave traders to practicing occult rituals and sacrifices. The Pihranah doesn't spend long in port but sails out to sea with the adventures still captives. This is when they get a chance at a revolt. If the players have not, themselves, worked on an escape plan they are assisted by fortune.

### **Scene 4: Pirate City**

Our Adventures have control of the Pihranah and reclaimed their possessions. The rest of their crew is a mixture of human, elves and dwarf settlers. It becomes obvious that the settlers are set on returning to Mist to rescue the settlers which was forced to disembark. As they return they are faced with a storm in their path but old slaves tell our adventures that the the storm is an illusion made by a powerful witch who rules supreme over the Pirate Port also known as "Whirlpools Haven". They are also told that the witch is using the human sacrifice to further her power and black magic.

When- and however the adventures decide to return they discover why the Island is called Mist. The inland lakes are all warm and turning the air misty all around the island. As the adventures approach or infiltrate Whirlpools Haven it becomes clear that something big is about to happen. Everyone is celebrating and upon investigation it becomes clear that the witch known as Murial the Sea Serpent has withdrawn to the mountain where she will perform a ritual of vapor which will bring luck and power to Whirlpools Haven and its evil citizens. If the adventures are clever about their information gathering they will also find out that the witch primarily uses water magic. Upon further inquiries/interrogation the adventures are able to find a cave under the city which lead inland. The entrance to the cave is guarded by pirates and a huge squid.

### **Scene 5: The Illusion**

The cave contains a slow running stream with a boat tied to small dock. The stream leads to the far end of the where the cave floor suddenly drops into a steep chasm and the stream turns into a raging waterfall. If the adventures aren't able to sail the boat into the dock before the drop they are saved by a net conveniently placed to save wayward boats. Looking over the cliff they will feel a blast of heat and will be unable to see the bottom as lots and lots of thick mist rises out of the chasm. From this moment the adventures are able to call upon the dragon if they have the pendant as the bottom of

the chasm hides a river of lava. By the side of the waterfall there is an elevator which leads directly down into the thick hot mist. The adventures takes the elevator but is attacked by another set of guardians in the form of water elementals conjured by the Witch herself. These attackers ride the nearby waterfall and will only be defeated by magic or natural means against water.

It gets really hot as the elevator descends. The ride ends at a ledge leading into another cave. There the adventures suddenly find themselves faced with an obvious illusion as the cave blurs away and is replaced by a beautiful garden. In the middle of the garden is a Gazebo with a young girl on a swing. If the adventures investigate the illusion they discover that the illusion is easily disturbed as everything is made of mist. If the adventures approach the girl she will look behind the adventures and scream as if she is seeing something horrible. The last adventure trailing behind the group will see nothing if he or she looks. The rest of the adventures will see a hideous monster where the last adventure would have stood. If the adventures attack the illusion is lifted and the attackers will find themselves attacking their own party member. After the confusion the adventures will see the little girl jump into a huge fountain running across the golden water as if it was solid. The fountain draws water falling directly from the ceiling making thin walls of water which the girl passes through. The water in the fountain is gold and mist flows over the fountains sides and rolls over the ground before being absorbed into the illusion. If the adventures try to follow the girl they will find that the golden water in the fountain will dissolve anything which touches it. The trick to get into the fountain is by either flying way above the golden water in the fountain or by breaking the illusion by preventing the water from flowing freely from the fountain top to the golden water. If the Adventures are clever enough to do this the illusion slowly fades as the illusion no longer have mist to draw from. If the illusion fades it is revealed that the spring is actually a natural cliff formation with a pool of lava in a terrace surrounding a doorway. A hidden walkway of stones is revealed cutting a safe path across the lava pool.

## **Scene 6: The Witch**

The Adventures enter a round chamber lined with prison cells which has bars made of nothing but thin curtains of water. The cells contain the captured settlers as well as a few other unlucky souls yet no one tries to escape their water prison. No one reacts if the adventures try to call out. The chamber floor is covered by a few centimeters of water but the adventures don't get wet or disturb the water as they wade through it. Upon closer inspection they can spot tiny waves in the water. In the middle of the chamber the adventures discover a perfect replica of the island Mist on a small scale. The entire scene is interrupted by small streams of lava falling from the roof like thin columns that disappear into the floor. A row of these columns block the path further into the chamber denying the adventures access. Any attempts at getting past these will fail unless the adventures does something really clever. What ever they do it will require time. The girl sits in the center of the island like a giant god. She seems unconcerned by the adventures presence as she ask them if they knew: "That the humanoid body mostly is made from water." & "The island is the center of strong natural magical currents if you know where to look for them." The little girl then open the water curtains of one of the cells by the flick of her wrist and then rises and walks to one of the lava columns. "The Mist is so easy to shape" she tells as she pours water into the lava producing a puff of vapor which the witch catches and turns into a homely looking woman with a warm smile. "Of course no magic will truly be strong without the ingredient of life. As she says

this a small boy peeks out of the open cell and see the smiling woman who looks like him and reaches out to him. The child runs to his fake mother but runs directly through her into the lava column where he turns to a glowing vapor floating out to slowly cover the chamber floor. The vapor reveals a group of tiny warships moving towards the island. The little girl walk over to the ship formation with a girlish reproachful tone and lifted finger. Time to teach the little people who is in charge around here. She then draws in the golden vapor and begins spinning it into the water around the ships with a finger. As she does this a whirlpool starts forming in the middle of the formation which slowly begins to drag the tiny ships into its void. If the adventures have called upon the dragon this is then the moment that it arrives and blocks the stream of lava making it possible for the adventures to enter the chamber and attack the witch. If not then adventures must rely on their own proves to gain access through the lava. If they are unable to formulate a plan they may gain extra power in their spells as stray wisps of golden vapor find their way into their hands, temporarily increasing their power.

The Witch will not be easily defeated. She is, however, not immune to lava herself. She protects herself quite adequately against magic while anyone coming close to hurting her physically will have to deal with multiple vapor illusions of herself. If the adventures are not careful, then she will make an illusion making an adventurer look like her and try to trick the others to attack. When the adventures do hurt her she will reveal her true form. She is a young water dragon who use electricity and lightnings as her main form of attack and defense. Upon her imminent defeat she will turn back into human form and try to flee to the elevator. If she makes it to any body of lava she will throw herself into it rather than letting herself be captured. If this happens then she too is turned into vapor which touched all of the adventures for a moment sending jolts of power through them like they have never experienced before. For a time their might & magic will be all powerful allowing them a chance to bring a heroic ending to the pirates and their adventure.