

E9M1: MUTINY ABOARD THE HELLSTRIDER

Lava Lake: The Hellstrider sails through a lava sea in the Elemental Chaos where the planes of fire and earth meet. Any creature that falls into the sea is instantly killed. Flying creatures are not immune to the lava's intense heat. Any creature flying or floating above the lava lake takes 15 fire damage for moving into, starting their turn in, or ending their turn in a lava square.

The Ship: The Hellstrider sits 15 feet (3 squares) above the surface of the lake. Although the ship does have low rails around all decks, they are not enough to stop something from sliding off; they grant no bonus to being moved off the ship. The ship moves 10 squares per round. A flying creature not on the ship must move a similar distance to keep up.

Wheel: You can turn the ship's wheel to force a sharp turn, causing everything on deck to tumble.

Turn the Wheel Terrain Power
Standard Action Personal

Effect: You push all other creatures on the ship up to 1d4 squares away from either the port or starboard rail. You must push all creatures the same number of squares.

Special: Flying or floating creatures are moved the same number of squares in the opposite direction as the deck suddenly moves out from under them.

Crow's Nest: The crow's nest sits 20 ft. above the deck. Rigging around the mast is easy to climb (Athletics DC 5). Creatures that are subject to forced movement while climbing the rigging must save or be moved off and fall. Creatures that are subject to damage or a prone effect while climbing must make a DC 10 Athletics check or fall. The Crow's Nest grants cover from attacks on the main deck (but not the forecabin or sterncastle decks). Creatures adjacent to the mast or inside the sterncastle cabin cannot attack the Crow's Nest.

Crow's Nest: Standing on the crow's nest gives you command of the lava in the lake, allowing you to call geysers of molten rock out of the environment. While in the Crow's Nest, you may make a *Lava Burst* attack

r Lava Burst Terrain Power

At-Will + fire

Standard Action Ranged 20

Target: One creature or square you can see

Attack: +6 vs. Reflex

Hit: 4d12 fire damage and ongoing 10 fire damage (save ends).

Effect: Creatures in squares adjacent to the target take 5 fire damage

Humiliation: A creature rolling a natural 1 on an attack roll is knocked prone immediately after the attack. Being knocked prone by Humiliation cannot be negated in any way.

r Arcane Ballista Terrain Power

At-Will + force

Standard Action Ranged 100

Target: One creature or square you can see

Attack: +8 vs. AC

Hit: 2d6+8 force damage and the target is knocked prone

Effect: Creatures in squares adjacent to the target take 5 thunder damage, and must make a save or fall prone.

Respawn Terrain Power

At-Will - teleportation

Trigger: You start your turn dying, dead or begin your first turn of the encounter.

Effect (No Action): If you are dying, you die. You regain all hit points and healing surges, refresh all encounter powers and power points, remove all conditions, and teleport to an unoccupied square of your choosing.

Plunder Terrain Power

Requirement: You must be adjacent to the treasure chest.

Minor Action (1/turn)

Effect: Draw a card and gain a magic item from the Pirate's Plunder Deck. Each item from the deck weighs 5 lbs.

Special: Dead dungeoneers immediately drop any unused magic items (but not boons) on the square where they died.

Pirate's Plunder: The treasure chests found in the captain's quarters contain powerful magic items and boons. At the DM's option, magic items can be plundered from other maps and added to the treasure pile.

Special: Boons are retained even if you die. Once they are used, they are returned to the bottom of the treasure pile.

Boon of the Hellstrider Pirate's Plunder

Magical Tattoo – Boon - Consumable

Benefit: The next time you teleport or respawn, you may choose which teleport square you appear in.

Captain's Blessing Pirate's Plunder

Magical Tattoo – Boon - Consumable

Benefit: When you *Turn the Wheel*, you may choose one of the following:

- Exclude 2 creatures from the push.
- Roll 2d4 to determine the distance of the push and use either result.

Mutineer's Curse Pirate's Plunder

Magical Tattoo – Boon - Consumable

Trigger: A creature appears in a teleport square or respawns

Effect (Immediate Reaction): That creature is restrained until the beginning of its next turn.

Fire Scorpion Bracers Pirate's Plunder

Encounter + poison

Trigger: You are hit with an attack

Effect (Immediate Interrupt): Gain Temporary Hit Points equal to your healing surge value and deal 5 poison damage to your attacker.

Special: This power Recharges when you die

Cape of Immolation Pirate's Plunder

Absorb Flames Magic Item Power

At-Will

Trigger: You are hit with an attack that includes the Fire keyword

Effect (No Action): You take no damage from the triggering attack and the *Cape of Immolation* gains one charge.

Imbue Flame Magic Item Power

At-Will + fire

Trigger: The cape of immolation has at least one charge and you make an attack

Effect (Free Action): You expend a charge and the triggering attack deals an extra 10 fire damage on a hit.

Humiliation: A creature rolling a natural 1 on an attack roll is knocked prone immediately after the attack. Being knocked prone in this way cannot be negated in any way.