**Adventure Notes 2/8/2020**

**Situation**

PCs have collected the ***Arc of Theron*** and are returning home to determine how to neutralize the toxic shadow remains within. As they sail back to ***Cividad***, they come upon two ships locked in the final stages of combat. The first is the Elven trader, ***Kilaxu***. The second ship is the Theyd raider, ***Naiad***.

**The Sea Battle**

PCs have convinced Captain Kull to approach so that they can join the engagement. Their ship will approach and they will enter the fight, but without weapons, boarding will be their only recourse.

PCs will be set upon by a total of 8 Theyd pirates – 4 of whom will be scrubs, and 4 will be interesting. The enemies will have a total of 6 inspiration for this battle.

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| ***Theyd Pirate*** | **M** 10|**S** 12|**R** 12|**T** 10|**W** 8|**P** 8|**C** 8 |
|  | **CV** 10|**mv** 6|**ini** 0|**HP** 19(5)|**AV** 0000|**DG** 2d4+1 |

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| ***Net Master*** | **M** 12|**S** 14|**R** 12|**T** 12|**W** 8|**P** 8|**C** 8 |
|  | **CV** 13|**mv** 6|**ini** +1|**HP** 22(6)|**AV** 2222|**DG** 2d4+1 |
|  | Block and Disarm – Can block with his net, on 11-12, he disarms his opponent  Jagged – Attacks have *bleeder(2)*  Hooked Net – Hit *entangles*, save Mus DL 12, but each failed escape increases this DL by 1 up to 16  Skewer – Attacks on entangled foes do 2d6+1 damage and *pierce(5)* |

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| ***Brute*** | **M** 16|**S** 12|**R** 12|**T** 16|**W** 8|**P** 8|**C** 8 |
|  | **CV** 14|**mv** 6|**ini** +1|**HP** 32(8)|**AV** 2222|**DG** d6+d8 |
|  | Howl – Will howl in battle, giving him -1 defense and +2 damage  Jagged – Attacks have *bleeder(2)* |

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| ***Lookout*** | **M** 10|**S** 16|**R** 16|**T** 12|**W** 8|**P** 8|**C** 8 |
|  | **CV** 14|**mv** 8|**ini** +3|**HP** 22(6)|**AV** 2222|**DG** 2d6 |
|  | Acrobat – This guy can swing, leap and perch around the battlefield  Fast Shot – For 1 inspiration, can shoot at the same target twice with a -2 to-hit |

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| ***Sorcerer*** | **M** 10|**S** 12|**R** 12|**T** 10|**W** 14|**P** 14|**C** 14 |
|  | **CV** 12|**mv** 6|**ini** +1|**HP** 22(6)|**AV** 2222|**DG** 2d4 |
|  | Salt Blade – Salts your weapon, adding impair(1) to any wound  Water Serpent – For 1 inspiration, summons a large watery snake by the edge of the boat  Wind Blast – 2d6 wind attack, prone & knockback (muscle 12)  Wind Shield – +2 dodge vs. Missile attack |

**After the Battle**

The Elven captain, ***Mathius***, thanks the group, but his ship is damaged and needs repairs. He asks if ***Captain Kull*** and his crew will assist in the repairs. Kull agrees and so the ships will remain together for a couple of days.

**First Mate’s Reveal**

The first mate is a vask named ***Gryllis***. He will hang with Scott, and at some point he will mention that it’s funny that “All of this over a bunch of spiders…”

The Kilaxu has been commissioned to deliver a bunch of rare spiders to Cividad. The spiders are from the Vanaar Jungles to the south of civilization. They are commonly called ***Goldcaps*** because of their distinctive gold markings. They are tiny and hard to spot, but their venom is super deadly to all but orcs.

**Arrival at Cividad**

PCs arrive at Cividad, and will rest and regroup. Sordad pays each PC 250 gold for their services and asks if they might be available for hire in a few days for the next leg of the journey.

**Why Are You Here?**

At this point, you might ask players why their characters would be “stuck” in Cividad. Who or what do they know that has led/kept them here?

April and/or Bob might have a university contact, ***Professor Abdera*** who studies the natural sciences. (medicine, spell lore, etc.)

Karen might be tracking down someone from her tribe that was taken as a slave. The slave trade is booming in Cividad and Vanaar villages are being raided. If so, she will know the name of one of the most prolific raiders – ***Saburo***.

Jon might be here on a pilgrimage to the ***Shrine of Faded Light***. This is a shrine to Castor and Corax built in a quiet, dark and secret location. Every year, one of the priests gets the call to light the lamp in the shrine and bless it for the coming year. Officiants then forget the location of the shrine, starting the process anew.

**Some Free Time**

PCs have a little bit of time to putz around Cividad before meeting back up with ***Sordad***.

We’ll worry about this later.

**Onto Thelod**

Soldad comes to April. He has spoken to the priests of Ulder and they have directed him to their grand temple in the city of ***Thelod***.

The island of Thelod has the following sites:

* Thelod – the city of Thelod sits in the NW of the island. It is a grand city, sitting on high cliffs overlooking the sea.
* Grand Temple – Ulder’s temple sits on the beach, underneath the cliffs of Thelod.
* Mykonos – Large seaside village on the west part of the island.
* Chalcis – Smaller fishing community on the eastern coast.
* Noradis – City on the southern coast.
* Oroean – Village in the central highlands. Home of the orchards.

**The Priests of Ulder**

The head priest here, ***Mortho***, will meet with PCs and discuss disposing of Tharon’s remains. Mortho believes that a ritual to Ulder, consigning Tharon’s ashes to the sea, will work if Ulder properly blesses the endeavor.

However, to get Ulder’s blessing, the PCs will need to provide either a sacrifice, or a service.