

Summary

The PCs are here to help facilitate the launch of the Coaltongue, which could lead to an important declaration of peace. They must thwart or fight a. 5 dockers, and b. The duchess's plot to explode the ship.

Characters

Handout: Character List

King Aodhan

Anyone: Once a common soldier, he rose to prominence with his heroism in the war against Danor, winning many victories and even single-handedly capturing a steamship. He was appointed king by his predecessor, Queen Rhiannon, and has reigned over a technological golden age in Risur.

> *from Stover:* Lately he's been looking into ways to make peace with our erstwhile enemy; it's likely he'll incorporate that into his speech later this evening.

Duchess Ethelyn

Yerasol Veteran: The Duchess's army lost the Yerasol Archipelago in the last war, seven years ago. As a result, some thought of her as a fool and a nepotistic choice, but you suspected the failure was because her druidic forces were pressured to adapt unfamiliar new technology.

Coulton, Mercliffe, Iscalio, Dafton

Dockers who've come to disrupt the launch. They all have bruises from a scuffle earlier in the week, and are filled with righteous indignation at their treatment by police.

Thames Grimsley

A grizzled sailor, with a full head of hair in his early 50s. Grimsley is the head of the nascent dock workers guild in Flint. Though he only worked the docks in his youth, he spent decades sailing— primarily as a ferry captain, but with a stint in the navy last war. He took a gash in the face during the last docker's riot, and has been trying to organize a unified front for the dockers. Speaking style: serious, authoritative, kind of like Adam.

Harkover Lee

Deep voiced, (MM style), competent. Has a single *superior healing potion*, a potion that positively glows with healing energy.

Geoff (Jeff) Massarde

Special: A tiefling engineer, and friends with ??'s aunt. He doesn't want our guy to die and will help more actively, running down to help if he hears a shot. If he helps, he will be Ilton's primary target and fight him while the others go ahead.

Plans

Dockers' Plan: make some trouble, assault the Governor

Thames Grimsley's Plan: Talk down the dockers

Duchess's Plan: Kill the king and sabotage the event, blaming it on Danor.

Timeline:

7:00pm - gathering crowd

7:30pm - crowd presses into the square? Passengers arrive.

8:00pm - ship leaves port with its escort

8:30pm - most of the crew goes above deck

8:35pm - assassins kill the crew belowdecks

9:00pm - ship anchors in sight of shore, surrounded by its escort.

Stover mentions that the duchess hasn't returned, asks pcs to investigate.

Assassins get word back to the duchess, who dives off the boat and escapes.

Assassins and Sokana go belowdecks to begin the sabotage.

9:04pm - boomtime

Encounters

Docker's Brawl (5 assailants)

Location: ideally, the bridge, but could be anywhere and be more crowded (and more in danger of provoking a riot or stampede).

The crowd cheers and heckles. The PCS can capitalize on this to get some help for their side.

Coulton, Mercliffe, Iscalio: *Longshoremen*. Strike wildly.

Dafton: *Veteran*. Starts a beat and goes after Arcane Marksman.

Grimsley: *Self*. Will decide what to do.

EPRD: 1/4 of the group's hp per round, on the high side for what I want here. Ideally, we'll let one of them sit out or even help based on pc actions. (~10.25-16.05 with all present)

Max: 16.05 damage.

Low: 10.25 damage

DOCKER LONGSHOREMAN

Medium humanoid, any alignment

Armor Class 12 (leather armor)

Hit Points 11

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Common, Primordial

Challenge 1/8 (25 XP)

Angry Cut. After taking a beating, the docker loses his temper, and draws a knife. Hits become 2d4+2

ACTIONS

Brawl. Melee Weapon Attack: +3 to hit, reach 5 ft., one target.
Hit: 4 (1d6 + 1) bludgeoning damage.

DOCKER VETERAN

Medium humanoid, any alignment

Armor Class 15 (studded leather)

Hit Points 49

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2

Skills Perception +2

Senses passive Perception 12

Languages Common, Primordial

Challenge 2 (450 XP)

ACTIONS

Binding Brawl. +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage and be knocked prone.

Disarming Brawl. +5 to hit, 1d6+3 damage and the target drops a weapon or implement it's holding. If he has a free hand, he can grab it.

Armed Offensive. The Veteran must be wielding a weapon. +5 to hit, 1d10+3 damage.

BONUS ACTIONS

Mocking Beat. The Docker claps mockingly and starts up a beat. Obviously he's not taking you seriously. Effect: The veteran's allies can shift ten feet and gain a +1 bonus to attack rolls until the end of his next turn.



*Grimsley's to hit is also +5

The Ship

Handout: Coaltongue Map

Main deck: The brand and capacitor (ie weapons system)

Gun deck: guns and cargo

Third deck: Bunks (this is where they put the duchess), grating to allow air flow, and the firedust casks and one *hanging* ward per room.

Bottom deck: Fuel bins (ie bin full of firegems), cargo, and engine/boiler. There are alarms if the boiler room gets too hot, and the heat leaves the engine via relief valves.

- Gold wire around the windows and ship preventing teleportation outside the boat.

- The floor is made of *metal*, ie, the firegems will warp it but not set the deck alight if taken out of the boiler. This will also block the Message cantrip.

Sabotage

Sokana's goal: reach the boiler and overcharge it, then escape.

Ilton's goal: back up Sokana and slow the PC's down (uses potion if things look bad)

Jenner and Oster: disable the relief valves, try to get the PCs closer to the furnace. (Maybe minionize)

SOKANA, ELADRIN WARLOCK
Medium humanoid, any alignment

Armor Class 15 (Mage Armor)
Hit Points 33
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	16 (+3)

Skills Deception +5, Persuasion +5, Religion +2
Senses passive Perception 11
Languages Common, Primordial
Challenge 2 (450 XP)

Spellcasting. DC: 13, +5 to hit.

ACTIONS

Cantrips. Fire Bolt, Shocking Grasp, Light

1st Level (4 slots). Burning Hands, Mage Armor

2nd Level (2 slots). Misty Step, Scorching Ray

Rusting Antenna. Melee Weapon Attack: +4 to hit, reach 5', one metallic creature or object. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If it is being carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. Creatures made of metal take 15 (3d6 + 5) force damage.

ILTON

Small humanoid (Halfling), any alignment

Armor Class 12

Hit Points 21 (6d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Foot Poke. Iltan uses short sword. If it hits, the target is also knocked prone.

ACTIONS

Multiattack. The spy makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Chest Pounce. Iltan jumps one space into the space of prone enemy. The creature cannot stand while it shares space with Iltan.

BONUS ACTIONS

Healing Potion (2). 2d4+2 healing.

Potion of Invisibility. This potion's container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.

REACTIONS

Nimble Reaction. Iltan dodges, giving himself +2 to AC.

ENGINEER SABOTEUR

Medium humanoid (any race), any non-lawful alignment

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Wrench Smash. Melee Weapon Attack: The engineer bludgeons you with a wrench as big as a warhammer. +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 1) piercing damage and you are shoved ten feet back.

Rusting Antenna. Melee Weapon Attack: +4 to hit, reach 5', one metallic creature or object. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If it is being carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. Creatures made of metal take 15 (3d6 + 5) force damage.

Countdown: the players have 40 rounds to fix it all.

Spice: will use red gems to represent the countdown.

Notes