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Ship for Sale

the Devil's Daughter

D&D 3.5/D20 Adventuring Module using Adamant Entertainment's Corsair
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Baronton's Wharf

Of all the bustling port towns of the Archeon League, Baronton is by far the largest and busiest. On any given day 500 or more sailing vessels of every class lay in the Baron's Flood, as its bay is called - From 25 ton fishing luggers to 100 ton brigantine merchantman, sometimes larger. It is truly a buyer's market.

Anyone with any real sense soon realizes that occupations on land offer less opportunities than those at sea. After several months of adventuring, employment and gambling, the adventuring party discover their pooled assets could be enough to make a down payment on a small sailing vessel (1500 gp).

Because there is no better ship marketplace than that of Baronton's wharf, the party begins making quiet inquiries along the docks.

Roll D6, on a 1, make contact with a rogue gang scout who leads party to a quiet alley between warehouses where they are ambushed by 5 thugs and their guide.

[Warriors 3rd with saps x 5, Warrior 5 Gang Leader with whip.]

All other inquiries direct party to a tavern on Fisherman's Wharf, called the Merling's Rest.

The Merling's Rest

The Merling's Rest is the most popular tavern and inn within the walls of Baronton. Sitting prominently on Fisherman's Wharf there is always a crowd within and without. Although popular with all seafarers and visitors, ship's captains, and agents are known to make this tavern their office while at port.

Noteably, all tables are enclosed on 3 sides by high wooden walls giving unusual privacy for each party despite the crowd in the room. Tables open to others are staggered and the crowd noise minimizes the chance of listening from across the aisle.

Western and oriental merchants, sea captains and recently paid crewmen, newly seafaring passengers going abroad and mercantile agents angling for a deal - more affairs of commerce go on here than the League Trade Council Hall, and that's no lie! Gaily dressed serving wenches and fleet footed runners keep the flow streaming of food and drink, the Merling's Rest is a harmony in chaos and a successful one at that.

An inquiry at the bar or to any one of the employees can arrange meetings with ship's agents licensed to sell chartered vessels. The house earns a small commission doing so.

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Daef Glimmerstone

Unexpectedly the first ship's agent to arrive at the party's table in the Merling's Rest is a smartly dressed gnome with frosty blue hair, mustache and goatee. He introduces himself as Daef Glimmerstone, a league licensed agent, one of five agents in town, and the only one who gives a fair deal, says he.

"Vessels can be purchased on a 10 year contract," says the Gnome agent, "with a 10% down payment, up front required. Contracts are at a 20% markup of purchase price, late fees will increase all monthly payments in increments of 10% of total price for each incident, no exceptions, don't be late!"

He first offers a brigatine, the Flying Daphne, a 100 ton, well armed vessel with a crew of 120 sailors, currently only half crewed. Price is 40,800 gp, (haggled down to 38,000 gp.)

Next he offers a fully crewed, sloop, the Gale Dancer, 80 tons and 18 guns, he won't take less than 32,100 gp.

Of course both vessels are too rich for the adventuring party, not to mention keeping crews that size with their own incomes - these are simply out of the question.

Daef will not take kindly to having to deal with "ship buyers on boat budgets!" and promptly tells them so.

Unknown to the adventuring party, Daef Glimmerstone is the regional master of the Gnomish Syndicate, the racial thieves guild that permeates Gnome culture, all gnomes are members, exploitation of everyone is their goal. The PCs are essentially placed on a Syndicate watch list.
[Daef Glimmerstone, Rogue/Wizard 8/5, Neutral AC:18, HP:60, +2 darts]

Daef will send his own agents in pursuit of the adventuring party to befriend and join them, if necessary, all in the pay of the Syndicate. To which their loyalties are absolute with threats to their families, if they expose the Gnomish secrets.

After two more "meetings" with licensed ship's agents - offering overpriced retired warships or unarmed luggers and yawls only, from the fishing fleet, it seemed like nothing fit their needs and their budget.

Edgard the Elder

As the party drains their cups and gathers their belongings to head out the door, a small elderly man stops the party, "Please," he says, "a moment of your time," then quietly, "I am not a licensed agent, but I have a ship for sale that may meet your requirements."

The old man, calls himself Edgard the Elder, the ship is a 40 ton coastal bilander with 12 guns, and crew of 8, the Devil's Daughter. She was once a naval patrolboat for the first Archean navy, then retired as a fast armed merchantman. It has space for 7 passengers.

"It was my brother's ship, he run it up and down the Archean for nigh on twenty years, but was killed last year in a drowning." tells Edgard, "I don't have the legs for it, I can't manage it alone, I've got to sell."

"The list price is 18,200 gp, but - and I don't want to seem like a high pressure salesman, if you don't buy, I am selling it to the scrappers. I need the money now. If you pay me 1820 gp right now, I'll sell you my boat on a 10 year contract, no interest, for 12,000 gp - we'd still need an agent to notarize it...what say ye?"

Edgard offers a tour of the ship and meeting with the crew and captain, with a look at the cargo and manifest. There are 12 ballistae, 6 per broadside, but no fore nor aft guns. "My brother claimed it was the most agile craft he had ever helmed in 40 years and it seemed to have its own survival instinct."

If asked about the name, "The Devil's Daughter? That's because it was a warship at the start of its career, all warships have wild names like that."

If asked about the 1820 gp down payment, he replies, "Its captain and crew back pay, and portage fees -- I'm not makin' money here!"