

Ship and Crew

Captain Valeroso and the *Sombra Gris*

Miguel de Valeroso is the Estradan captain of the large carrack, the *Sombra Gris*. *Sombra Gris* is a primarily a slave ship but Captain Valeroso also makes a substantial living as a smuggler. Valeroso specializes in goods from Vairo, Hallipore and Fujian, bringing them home to Estrados and selling them for a significant mark-up. This, of course, flies in the face of all of the trade agreements that the various merchant houses have made with the kingdoms south of the Empires, and has earned Valeroso a significant reputation in the cities of Valois and Estancia. Aside from slaves, Valeroso typically carries entire shipments of such rare goods as jade, silk, ivory, exotic incense, scented oils, spices and dyes. Valeroso, above all things, is concerned with being profitable so he sometimes smuggles dead bodies from Estrados and Fujian to the church of Grumach and other organizations of necromancers in Vairo.

Miguel grew up in the city of Valois, one of seven children whose father was a fisherman. All seven helped their father with his fishing as soon as they were old enough to be taught how to handle the small fishing boats. Miguel practically grew up on the decks of those small boats, and he often dreamed of being the captain of a large ship like the ones that he saw in the harbor. When Miguel was 11 he stumbled upon an opportunity to serve as the captain's boy on a slave ship. The old boy had deserted, so the captain offered Miguel the position, which he promptly accepted. Miguel took to the ship like a professional, doing the best he possibly could with the knowledge he had and learning more very quickly. As years passed he worked very hard, learning the tricks of the trade, and becoming an invaluable member of the crew. The old captain recognized Miguel's talent for sailing, and named him an officer when he was only 15. He served as a midshipman for almost ten years before the captain, on the brink of retirement, bought four new ships to form a convoy of slavers. With the additional three ships, all of them larger than the original, the convoy could now carry almost five times as many slaves as the single ship did. Miguel was placed in charge of one of the new ships, and at the age of 24, he was finally a captain. He was effective, but not well liked, and earned the contempt of a lot of the sailors. He had a way of playing favorites that few of the crew was willing to tolerate, even though Miguel had the full support of the officers. He found himself constantly shuffling crew between the four ships, often trading four or five of his sailors for new ones that perhaps did not dislike him as much. Eventually he secured a crew that would not leap at the chance to mutiny and had a solid core of officers below his command. The life of a slave trader was not for him, though. Miguel grew to desire the rush of taking another ship, opening fire upon the enemy, or leading a boarding action so he could lock swords with the opposing captain. As luck would have it, Miguel would soon have all of the ac-

tion he could possibly want.

During a particularly heated conflict between Estrados and Novarum, the nobility of Estrados were caught without significant naval power, as most of their ships had been sent across the Quilla to the Southern colonies. As it was obvious that the conflict would grow, the Duke of Valois offered a Letter of Marque to any able captain willing to fight for Estrados. While Estrados typically frowned upon piracy and privateering, this was the only possible way to supplement the mostly absent Estradan navy in a timely fashion. Captain Miguel de Valeroso gladly answered the Duke's call, and his slave ship soon became a ship of war. Flying the Estradan provincial colors below his own, Valeroso became a fearsome sight to Novarese merchants. Using his superior familiarity with the ocean currents in the Sea of Andorra and the Maker's Deep, he could easily catch and overtake any enemy vessels trying to trade with the southern kingdoms. During his three years as a privateer he sank or captured over forty of Novarum's merchant vessels.

While on shore leave in Fujian he met Yuujin Sudamu, a young Fujianese man with extensive experience in the domestic slave trade. Miguel began to work as a slaver as well as being a privateer, often using Sudamu to sell the Novarese sailors he captured into slavery in Fujian, Juntra and Vairo. The two men became fast friends, Valeroso eventually naming Sudamu as his first mate. The pair became even more notorious across the Maker's Deep as their reputation spread. The Novarese sailors could handle imprisonment, but were unwilling to face the prospect of being sold into slavery. To avoid facing Valeroso, many Novarese captains simply avoided the southern seas altogether.

With the Novarese shipping beginning to thin, the two veterans had to concoct another way to make money. They began establishing a network of contacts in every port city on the Maker's Deep, and started smuggling some choice exotic goods from Fujian to Estrados. Over the last few years they have vastly expanded their network, bringing full loads of valuable cargo from Fujian, Vairo and Hallipore, and discovered another lucrative opportunity in the trade of dead bodies.

The corpse trade would not have begun if it weren't for Angelo de Juce Cardanel, an Estradan priest of Grumach with strong ties to the church of Grumach in Palizar. Cardanel had been arrested in Fujian for grave robbing and was sentenced to slavery. Valeroso was transporting Cardanel back to Estrados to be sold, but Cardanel offered the captain a chance at great wealth in exchange for his freedom. The high population of necromancers and devotees of Grumach in Vairo has actually created a body shortage, with every graveyard and tomb already emptied. Valeroso would buy the corpses off of unscrupulous morticians and undertakers in Estrados and Fujian, and then take the bodies to his agents in Palizar. Once empty of corpses, he could load up with exotic slaves taken from the inland tribes of that country, as well as the jungles to its south



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Ship and Crew

and east, which could then be sold to the aristocracy in Estrados or the Southern Colonies. After seeing the potential, Valeroso arranged to purchase Cardanel himself, promising him freedom in only ten years if the profits were as lucrative as promised. Cardanel proceeded to introduce Valeroso to the right agents in both countries, and has been kept on board as Valeroso's personal attendant and ship's priest.

After only a year and a half of privateering, slaving and smuggling, Miguel was able to purchase the *Sombra Gris*, a large carrack modified to have a secret "slaving deck" that could carry 200 additional slaves without losing significant cargo space. Valeroso had the ship painted gray, and ordered his sails dyed black. The ominous vessel became the most feared ship on the Maker's Deep and Valeroso was destined for military and financial greatness. Unfortunately, luck would run out for Valeroso. Just last year Estrados and Novarum entered into an agreement of cessation of aggression between them as part of the general easing of hostility between the Northern and Southern Empires. With the conflict over, Valeroso's letter of marque is no longer valid. Unwilling to become a common pirate, Valeroso's days of attacking the ships of Novarum were behind him. However, with their knowledge and contacts, Miguel de Valeroso and Yuujin Sudamu have continued as slavers, using the questionable but legal business as a front for their many various smuggling operations. In their last trip to Palizar, Cardanel arranged for the superiors in his church to sanctify a shrine to Grumach on board the *Sombra Gris*, much to the chagrin of most of the crew. They also added Juanita Marcado to their crew as ship mage. Although she is modest in power, her use of death magic makes her a fearsome addition to the crew. Valeroso is now one of the more famous smugglers in the Southern Empire, his history of success against the hated Novarese causing many of the Estradan nobles to look the other way while he conducts his illegal business transactions. The fact that Cardanel is a priest of Grumach, though, is a solemn secret, unknown to all but the crew of the *Sombra Gris*.

Captain Miguel de Valeroso Male human Rog 6/ Privateer 4; CR 10; Medium-sized humanoid; HD 6d6 plus 4d8; hp 51; Init +4; Spd 30; AC 18 (flat-footed 14, touch 16); Atk +15/+10 melee (1d6+3/18-20 +3 rapier) or +11 ranged (1d10/19-20 heavy crossbow); SA Sneak Attack +3d6; SQ Captain's Presence, Enemy Nation (Novarum), Evasion, Trade Intuition, Uncanny Dodge (can't be flanked); AL NE; SV Fort +3, Ref +13, Will +7; Str 11, Dex 18, Con 10, Int 16, Wis 12, Cha 17. Height 5 ft. 9 in.

Skills and Feats: Appraise +13, Balance +10, Bluff +13, Disguise +9, Forgery +9, Gather Information +16, Hide +10, Intimidate +9, Intuit Direction +8, Knowledge (Geography) +8, Open Lock +12, Profession (Navigator) +16, Profession (Pilot) +15, Profession (Sailor) +15, Sea Legs +13, Sense Motive +10, Swim +7, Captaining, Expertise, Leadership, Take'm Alive, Weapon Finesse (rapier).

Possessions: +3 rapier, heavy crossbow, sharkskin armor, air bubble.

First Mate Yuujin Sudamu Male human Mnk 7; CR 7; Medium-sized humanoid; HD 7d8+7; hp 36; Init +3; Spd 50; AC 20 (flat-footed 20, touch 16); Atk +4/+1 melee (1d6+3 +1 siangham) and +4 melee (1d6+3 masterwork siangham) or +7/+4 melee (1d8+3 unarmed strike); SA Flurry of Blows, Stunning Attack; SQ Evasion, Leap of the Clouds, Slow Fall (30 ft.), Still Mind, Wholeness of Body; AL LE; SV Fort +6, Ref +8, Will +7; Str 15, Dex 17, Con 13, Int 12, Wis 14, Cha 15. Height 5 ft. 4 in.

Skills and Feats: Appraise +4, Balance +12, Diplomacy +8, Gather Information +4, Hide +13, Profession (Sailor) +10, Profession (Slaver) +11, Sea Legs +11, Sense Motive +3, Swim +18, Ambidexterity, Deep Diving, Endurance, Water Combat.

Possessions: +1 siangham, bracers of armor +4, ring of swimming, 2 potions of water breathing.

Angelo de Juce Cardanel Male human Clr 6 of Grumach; CR 6; Medium-sized humanoid; HD 6d8; hp 31; Init +1; Spd 30; AC 15 (flat-footed 14, touch 11); Atk +4 melee (1d8 +1 morningstar); SQ rebuke undead 4/day; AL NE; SV Fort +5, Ref +3, Will +8; Str 9, Dex 12, Con 11, Int 14, Wis 16, Cha 12. Height 5 ft. 10 in.

Skills and Feats: Concentration +9, Diplomacy +7, Heal +9, Knowledge (Religion) +9, Profession (Sailor) +9, Sea Legs +4, Spellcraft +11, Swim +1, Combat Casting, Painful Ecstasy, Silent Spell, Still Spell, Unholy Friendship.

Possessions: +1 morningstar, bracers of armor +4.

Cleric Spells Prepared (5/4/4/3): 0 – detect magic, guidance, light, resistance, virtue; 1 – bane, command, cure light wounds, detect undead; 2 – cure moderate wounds, desecrate, hold person, silence; 3 – animate dead, blindness, cure serious wounds.

Domain Spells (Grumach – Evil and Grumach): 1 – ray of enfeeblement; 2 – ghoul touch; 3 – contagion.

Juanita Marcado, Ship Mage Female human Sor 6; CR 6; Medium-sized humanoid; HD 6d4-6; HP 18; Init +6; Spd 30; AC 12 (flat-footed 11, touch 12); Atk +3 melee (1d6 staff); AL NE; SV Fort +1, Ref +4, Will +6; Str 10, Dex 15, Con 9, Int 13, Wis 12, Cha 17. Height 5 ft. 7 in.

Skills and Feats: Arcane Ritual +10, Concentration +7, Knowledge (arcana) +5, Sea Legs +3, Spellcraft +10, Swim +2, Increase Arcane Recharge, Combat Casting, Craft Wand, Improved Initiative

Possessions: quarterstaff, wand of scar (caster level 6), ritual scroll of Duplicate Spell, ritual scroll of Recharge Wand.

Sorcerer Spells known (7/7/6/3): 0 - daze, detect magic, mage hand, open/close, ray of frost, read magic; 1 - mage armor, magic missile, spider climb, sting; 2 - minor spell shield, mirror image; 3 - scar.



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BROADSIDES SHIP LOG

Name: Sombra Gris	Length: 95 ft.
Owner: Captain Miguel de Valeroso	Keel: 65 ft.
Class: Large Carrack	Beam: 32 ft.
Cargo: 210 tons Note: Has shrine to Grumach on board	Depth: 22 ft.
Transport: 200 + 200 Slaves Note: Has a secret 3' "slave deck" above the bilge	Mast Ht.: 65 ft.

Crew	Minimum Sailing Ranks: 4		
Optimal: 56	Piloting DC: 18		
Adequate: 42	Piloting DC: 22		
Skeleton: 30	Piloting DC: 26		
Current: 60	Average Sailing Ranks: 6	Skill Check Bonus: +2	
Oarsmen: N/A			
Warriors: 40	Average Sea Legs: 6		
Captain/Pilot :	Miguel de Valeroso, Checks: Intuit Direction +8, Knowledge (Geography) +8, Prof. (Navigator) +16, Prof. (Pilot) +15, Prof. (Sailor) +15, Sea Legs +13, Swim +7, Captaining, Expertise, Leadership, Take'm Alive, Weapon Finesse (rapier).		
First Mate:	Yujin Sudamu, Checks: Prof. (Sailor) +10, Sea Legs +11, Swim +18, Deep Diving, Endurance, Water Combat.		
Ship Cleric:	Angelo de Juce Cardanel, Checks: Prof. (Sailor) +9, Sea Legs +4, Swim +1		
Other:	Juanita Marcado, Ship Mage, Checks: Sea Legs +3, Swim +2		

Damage Allocation					
d20	Location	Hardness	Break DC	Total HP	Current HP Damage
1-3	Deck (transfers to hull)	5	24	280	
4-11	Hull	12 (8 fore, aft)	32	420	
12	Armament (transfers to deck)		See below		
13-14	Oars (3hp each, transfers to hull)			N/A	
15	Masts (sails destroyed if mast is)	5	26	30/10/15/10/10	
16	Rigging (sail dam, even if reefed)	0	18	See below	
17-20	Sails (damage reduced by % reefed)	0	15	See below	

Movement	Speed (Sail): 7	Speed (Oar): N/A
	Acceleration/Deceleration: 1/3	Acceleration/Deceleration: N/A
	Max. Speed at > 120 degrees: 9	Seaworthiness: +5 (good)
	Max. Speed at = 60 degrees: 5	
	Maneuverability: E (1 30-degree turn/minute)	Current Speed:
	Rigging: Square	
	Mast and Sails: Main - 1 lg sq, 1 sm sq - 60 hp	
	Bow Sprit - 1 sm sq - 20 hp	
	Fore - 1 medium square - 30 hp	
	Mizzen - 1 medium lateen - 20 hp	
	Bonaventure - 1 med. Lateen - 20 hp	

Armaments	Crew (half)	Rate (half)	Rang Inc.	Damage	Critical	Hardness	HP (ea)	Curr. Dam.
10 medium cannons (5 port, 5 starboard)	2 (1)	1 (1/2)	200 ft.	4d6	x4	20	60	

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