

The War of the Shore

[7/27/2024, 7:01:03 PM] Dice So Nice!

{Game Time: Oct 26, 2023 00:04}

Dice So Nice - Your 3D dice It seems like you're using 3D dice for the first time in this world. You can configure (or disable) your 3D dice by clicking this button: 3D Dice Settings You can always change these settings later under 'Configure Settings > Module Settings > Dice So Nice!' To take a quick tour of Dice So Nice features, check your Tour Management window or click this button. Take the tour (45s) You won't see this message again. Happy rolling! This chat card can be popped out by right-clicking it, or you can pop out the entire chat tab by right-clicking the speech bubble icon at the top. You can do the same thing to popout any of the other sidebar tabs as well.

[7/27/2024, 7:05:45 PM] Dice So Nice!

{Game Time: Oct 26, 2023 00:04}

Dice So Nice - Your 3D dice It seems like you're using 3D dice for the first time in this world. You can configure (or disable) your 3D dice by clicking this button: 3D Dice Settings You can always change these settings later under 'Configure Settings > Module Settings > Dice So Nice!' To take a quick tour of Dice So Nice features, check your Tour Management window or click this button. Take the tour (45s) You won't see this message again. Happy rolling! This chat card can be popped out by right-clicking it, or you can pop out the entire chat tab by right-clicking the speech bubble icon at the top. You can do the same thing to popout any of the other sidebar tabs as well.

[7/27/2024, 7:09:27 PM] Nahele My'runji

{Game Time: Oct 26, 2023 00:04}

Feel free to make sure you casn move your pieces, and play around with talk as your tokens.

[7/27/2024, 8:16:35 PM] Beckent Dry

{Game Time: Oct 26, 2023 00:04}

Beckent Dry worries about getting stabbed

[7/27/2024, 8:18:23 PM] Dice So Nice!

{Game Time: Oct 26, 2023 00:04}

Dice So Nice - Your 3D dice It seems like you're using 3D dice for the first time in this world. You can configure (or disable) your 3D dice by clicking this button: 3D Dice Settings You can always change these settings later under 'Configure Settings > Module Settings > Dice So Nice!' To take a quick tour of Dice So Nice features, check your Tour Management window or click this button. Take the tour (45s) You won't see this message again. Happy rolling! This chat card can be popped out by right-clicking it, or you can pop out the entire chat tab by right-clicking the speech bubble icon at the top. You can do the same thing to popout any of the other sidebar tabs as well.

[7/27/2024, 8:32:56 PM] Captain Dief

{Game Time: Oct 26, 2023 00:04}

As the sun peaks up over the horizon, a myriad of voices can be heard, readying the freshly constructed ship for departure. While armed with cannons, there are not many of them, and the ship seems to have been built with the understanding it would be first sailing down a river. Therefore, the warship was far more modest in size, which is bad news for naval combat ... but good news for new sailors experiencing a trial by fire. Or water.

[7/27/2024, 8:33:47 PM] Khalil Valure

{Game Time: Oct 26, 2023 00:04}

Khalil Valure heads over near Beckent. Scanning out from the boat momentarily before he looks towards him. "Good to see you again, Beckent."

[7/27/2024, 8:34:14 PM] Captain Dief

{Game Time: Oct 26, 2023 00:04}

"A'right, you fresh guppies! Get ya planks pulled in and yer belts tightened! We're about to shove off!"

[7/27/2024, 8:34:31 PM] Beckent Dry

{Game Time: Oct 26, 2023 00:04}

Beckent Dry peers at the cannons, checking to ensure they'll be functional. He glances up from them as Khalil approaches. "Khalil, good to see you here as well. How are your sea legs?"

[7/27/2024, 8:36:15 PM] Melio'rai

{Game Time: Oct 26, 2023 00:04}

Maren stares over the port side of the long vessel, not entirely comfortable with this situation. "My feet belong in the loam of the forest, not dodging splinters on no so well shaven planks mere feet away from dark waters and unknown perils."

[7/27/2024, 8:37:25 PM] Khalil Valure

{Game Time: Oct 26, 2023 00:04}

"Thankfully not bad. Haven't been on many boats in my life, but I manage." He gives a laugh and asks. "I'm glad to see you here, hopefully your luck will be in our favor today."

[7/27/2024, 8:38:05 PM] Adalbert

{Game Time: Oct 26, 2023 00:04}

(test)

[7/27/2024, 8:38:39 PM] Almark Raine

{Game Time: Oct 26, 2023 00:04}

Almark Raine stands at the railing of the upper deck, looking upon those who had volunteered to come along for the voyage. His brow knits slightly when he recognizes Bellamie, but after years of her rebellion, he'd learned not to immediately chastise her for her adventurous nature.

[7/27/2024, 8:38:47 PM] Beckent Dry

{Game Time: Oct 26, 2023 00:04}

"Luck serves who it wishes to serve, im just an occasional lover it visits. But aye, luck is needed on the seas." He grins as he looks out over the water, looking totally at ease aboard the ship.

[7/27/2024, 8:39:55 PM] Nheua

{Game Time: Oct 26, 2023 00:04}

Nheua had been leaning over the railing for quite some time... in the same spot. Her hood pulled up, she attempted to shield her face from the wind and hide her green hue from the others. "Why'd I agree to this?" she muttered to herself before nearly dry heaving over the ledge. Keeping to herself as she tried not to draw attention to herself, she merely kept an ear out for pertinent orders.

[7/27/2024, 8:39:14 PM] Maxwell Rene

{Game Time: Oct 26, 2023 00:04}

Maxwell Rene turns to face the port side, and responds to Melio'rai's comments."I can understand the sentiment. I feel much more at ease indoors, seated in a well-made chair by my desk."

[7/27/2024, 8:39:56 PM] Captain Dief

{Game Time: Oct 26, 2023 00:04}

"Oh ho! We got our first one swabbin' the railin' with bile! C'mon, antlers! Gut up!" Captain Dief calls to Nheua.

[7/27/2024, 8:40:17 PM] Bellamie

{Game Time: Oct 26, 2023 00:04}

Bellamie catches Almark's gaze from where she stands on the ship deck, sporting her worn fighting leathers and a variety of daggers, and gives her brother a cheeky wave to go with her bright grin.

[7/27/2024, 8:41:03 PM] Captain Dief

{Game Time: Oct 26, 2023 00:04}

"Alright, alright! Enough chit-chattin' on my deck! Mi'Lord?"

[7/27/2024, 8:41:24 PM] Almark Raine

{Game Time: Oct 26, 2023 00:04}

"On behalf of the people of Castor, I extend my sincerest gratitude that you all have joined us for this journey. As we speak, vessels of the Amethyst Navy have begun laying siege to the town of Clifton. These vessels came from Castor, sailing south, then east to attack the port. The ship we now sail will traverse a long river before we enter the bay, just to Clifton's east. With any luck, there will be no enemy vessels posted on the opposite side of the battle, and we can make landfall. It is my hope House Kurita surrenders, sparing unnecessary damage to their people's homes ... but having facilitated an attack on Castor, I have my doubts."

[7/27/2024, 8:42:09 PM] Almark Raine

{Game Time: Oct 26, 2023 00:04}

"Until we arrive, we are all in the capable hands of Captain Dief. He is ... a strange and invaluable asset to the Amethyst Navy."

[7/27/2024, 8:42:35 PM] Khalil Valure

{Game Time: Oct 26, 2023 00:04}

Khalil Valure he turns when the captain speaks, giving Almark his attention for the moment

[7/27/2024, 8:43:44 PM] Melio'rai

{Game Time: Oct 26, 2023 00:04}

'Tis been far too long I've been away' Maren thinks to herself. After being ambushed by thieves and sustaining grievous injury, the only time Maren had spent with this company was in a wedding. Still, some faces she recognized which brought some comfort to her. Instinctively with her left hand she reaches to the bow on her back, to make sure it is there. Her right pats her stowed dagger in it's hilt off her belt. 'Relax' she breathes to herself. 'I must find peace away from the trees as I know not where my life will lead.'

[7/27/2024, 8:45:05 PM] Nheua

{Game Time: Oct 26, 2023 00:04}

Nheua wiped her lips dry with the back of her wrist as she glared over her shoulder to the Captain calling her out... She'd glance between Duke Almark and the Captain before her gaze floated back down to the rough sea - Another wave of nausea churned her stomach.

[7/27/2024, 8:44:42 PM] Bellamie

{Game Time: Oct 26, 2023 00:04}

Bellamie nods along with the captain's orders, hands braced on her hips in an open, comfortable stance on the gently tilting ship deck. Her attention is caught by sounds behind her, and she glances behind her to Nheua with concern. "Nheua, are you okay?" She asks quietly, not wanting to draw attention to the sick Py'Rai.

[7/27/2024, 8:45:37 PM] Khalil Valure

{Game Time: Oct 26, 2023 00:04}

Khalil Valure gives Beckent a nod before he moves away from him to go visit with another.

[7/27/2024, 8:46:17 PM] Khalil Valure

{Game Time: Oct 26, 2023 00:04}

"Maxwell! It's been too long. How have you been holding up?"

[7/27/2024, 8:47:22 PM] Beckent Dry

{Game Time: Oct 26, 2023 00:04}

Beckent salutes with two fingers before moving to Nheua and Bellamie. "So they didn't get rid of all the rats on this ship. Shame, theres always one or two that wriggle on." He says as he leans

against the railing, holding out a small candy. "Its a ginger candy, itll help with the sea sickness." He says to Nheua, while throwing his eyes over Bellamie and flashing her his most winning smile.

[7/27/2024, 8:47:42 PM] Almark Raine
{Game Time: Oct 26, 2023 00:04}
"Captain?"

[7/27/2024, 8:47:55 PM] Maxwell Rene
{Game Time: Oct 26, 2023 00:04}
"I've been adjusting to the accomodations of the Episteme. I've spent almost every day studying late into the night in the library. Seems I've caught my old passion and enthusiasm for research again, it's taken much of my attention."

[7/27/2024, 8:48:52 PM] Captain Dief
{Game Time: Oct 26, 2023 00:04}
"Aye, mi'Lord! Alright, guppies! Just 'cause I ended up with you lot don't mean I'll tolerate malingerin!" Looking among the crew, Captain Dief singles out ... Beckent Dry. "You there! Hoist the main sail! Hear what I say? The MAIN sail! Pull that rope at the base of the mast and tie her off! That'll catch the wind for us!"

[7/27/2024, 8:50:28 PM] Nheua
{Game Time: Oct 26, 2023 00:04}
Nheua groans, "Oh, hey Bell. – I'm ... I've not been on a boat in a couple decades. Not since I traveled to this land." She holds her hand up to cover her mouth before overcoming her stomach. "This is going to make it hard to fight, I'm afraid. Perhaps it would've better suited the Duke if I took a task on land. It's just... this coin was too tempting." Nheua clenches the railing and eyes the waves below.

[7/27/2024, 8:50:20 PM] Bellamie
{Game Time: Oct 26, 2023 00:04}
In response to his blatant insult as a means of greeting, her glass-green eyes narrow and her nose crinkles delicately in distaste. She gives him a mocking grin in return, her hand gently patting Nheua's back. "And who are you?"

[7/27/2024, 8:51:29 PM] Khalil Valure
{Game Time: Oct 26, 2023 00:04}
As Khalil stood there in his scuffed and patched leather armor, sword strapped to his side looking over Maxwell, he responds. "Good to have something to be passionate about. I do hope today will go better for us than last I saw you."

[7/27/2024, 8:51:56 PM] Beckent Dry
{Game Time: Oct 26, 2023 00:04}

"Aye Cap'n." He calls back, stopping only a moment to look Bellamie in the eyes and say, "Nheua's training dummy." With that he slips the candy into Nheua's pocket and moves to hoist the main sail. He follows the captains orders with practiced ease.

[7/27/2024, 8:52:41 PM] Maxwell Rene

{Game Time: Oct 26, 2023 00:04}

Maxwell Rene nods in response."Here's to hoping."

[7/27/2024, 8:53:08 PM] Melio'rai

{Game Time: Oct 26, 2023 00:04}

Maren sits on the deck and inspects her quiver. 40 finely crafted arrows. 'Point, shaft, fletching, andnock' just like her father taught her to craft. Obsidian heads and quills of pheasant. She traces the lines. They are as straight as a Py'Rai could fashion without intricate crafting tools and benches. 'They will do.'

[7/27/2024, 8:53:17 PM] Bellamie

{Game Time: Oct 26, 2023 00:04}

Her eyebrow quirks in genuine amusement, and she tracks his movement with her eyes as he goes about his business and answers the captain's orders. When he leaves, she retrieves the candy in Nheua's pocket and unwraps it for her. "Friend of yours, hm?" She asks wryly, offering Nheua the unwrapped ginger candy.

[7/27/2024, 8:53:31 PM] Almark Raine

{Game Time: Oct 26, 2023 00:04}

((Everyone 1d20, please.))

[7/27/2024, 8:53:36 PM] Beckent Dry

{Game Time: Oct 26, 2023 00:04}

5

1d20 = 5 = 5

[7/27/2024, 8:53:41 PM] Raina

{Game Time: Oct 26, 2023 00:04}

5

1d20 = 5 = 5

[7/27/2024, 8:54:21 PM] Khalil Valure

{Game Time: Oct 26, 2023 00:04}

Khalil Valure quietly considers for a moment before speaking again. "Perhaps I need to visit the Episteme so that we can visit under better circumstances."

[7/27/2024, 8:54:25 PM] Khalil Valure

{Game Time: Oct 26, 2023 00:04}

16

1d20 = 16 = 16

[7/27/2024, 8:54:29 PM] Maxwell Rene

{Game Time: Oct 26, 2023 00:04}

11

1d20 = 11 = 11

[7/27/2024, 8:55:46 PM] Nheua

{Game Time: Oct 26, 2023 00:04}

Nheua side eyes, the voice at her other shoulder. Seeing that it was Beckent, she eyes him up and down but considers the piece of ginger in his hand but turns to empty her stomach into the sea before she could address him. She looked like shit, her eyes dull and her pointy ears low on her head. "Don't mind him Bell, he's a nobody," she says after feeling a him slip the candy into her pocket.

[7/27/2024, 8:55:38 PM] Maren

{Game Time: Oct 26, 2023 00:04}

9

1d20 = 9 = 9

[7/27/2024, 8:55:50 PM] Adalbert

{Game Time: Oct 26, 2023 00:04}

3

1d20 = 3 = 3

[7/27/2024, 8:57:28 PM] Nheua

{Game Time: Oct 26, 2023 00:04}

Nheua takes the candy from Bell and looks upon it with skepticism. She does, however, take a small bite. "I don't think it's poison..."

[7/27/2024, 8:56:49 PM] Captain Dief

{Game Time: Oct 26, 2023 00:04}

The moment the rope is tied off, the sail slams into wind. With a mighty lurch, the vessel tugs away from the riverbank, ripping away the hastily constructed support pylons. As the ship gets underway, Captain Dief addresses the crew, once more. "A'right then! Now, I ain't got a First Mate, so you!" Pointing across the deck at Khalil, Captain Dief waves him closer.

[7/27/2024, 8:57:15 PM] Captain Dief

{Game Time: Oct 26, 2023 00:04}

"C'mere!"

[7/27/2024, 8:58:02 PM] Khalil Valure

{Game Time: Oct 26, 2023 00:04}

Khalil Valure with his attention on the captain as he hollers, when he is addressed he moves towards him "yes?"

[7/27/2024, 8:58:12 PM] Bellamie
{Game Time: Oct 26, 2023 00:04}

Lurching with the sudden movement of the ship, she reaches out her hands to steady both herself on the ship rail, and the sickened Py'Rai beside her. After stabilizing the pair, she grins at Nheua's skepticism. "He's YOUR friend, I suppose you'll just have to trust he doesn't want you dead."

[7/27/2024, 8:58:43 PM] Captain Dief
{Game Time: Oct 26, 2023 00:04}
"Up here, lad!"

[7/27/2024, 8:59:28 PM] Captain Dief
{Game Time: Oct 26, 2023 00:04}

: "I like the cut o'yer jib! Get up here on the wheel!" Captain Dief steps away from the wheel, letting the First Mate take over. "Get some practice in, my boy. Keep her away from the shore, right down the middle o'this river. A'right? Now ... first rule of First Mate'n! If the Cap'n goes down, you take over the wheel an' protect the crew, savvy? If'n ya need more sail, say 'more sail'! If'n ya need to slow down to turn, tell 'em to 'reef the sails'! Savvy?"

[7/27/2024, 9:00:21 PM] Khalil Valure
{Game Time: Oct 26, 2023 00:04}

Khalil Valure does as instructed, making his way u9p beside the captain. Looking the man over as he receives his instructions. "Yes sir." He states before moving to sail the ship.

[7/27/2024, 9:00:36 PM] Adalbert
{Game Time: Oct 26, 2023 00:04}

As the vessel lurches, Adalbert stumbles slightly, moving across the deck carefully. He ambled over to the side of the vessel, his balance slowly coming back to him, and listened as Dief spoke with Khalil.

[7/27/2024, 9:01:23 PM] Almark Raine
{Game Time: Oct 26, 2023 00:04}

Almark lets the Captain give Khalil his opening instructions before descending the stairs to Bellamie and Nheua. Giving Bellamie a disapproving glare, he looks to Nheua. "Are you going to be alright, Nheua?" He asks, an analytical expression on the Duke's face.

[7/27/2024, 9:01:28 PM] Beckent Dry
{Game Time: Oct 26, 2023 00:04}

Beckent grins as he watches Khalil take orders, impressed with the mans quickness to adapt. As the ship lurched he merely seemed to sway with it, one with the ship.

[7/27/2024, 9:02:25 PM] Nheua
{Game Time: Oct 26, 2023 00:04}

Nheua nearly drops the candy when the ship lurched but she clenched it tight within her hand as her other hand steadied her balance with the railing. Subconsciously, if it was not poison, she NEEDED this candy. Nheua then blinks to Bell, "He's NOT my friend and I don't trust that he doesn't want me dead is the thing. I wouldn't get too close to him either, if I were you Bell."

[7/27/2024, 9:02:36 PM] Almark Raine
{Game Time: Oct 26, 2023 00:04}

"... Nheua, I detect a story behind that. What EXACTLY have you been doing in Kimal--"

[7/27/2024, 9:03:57 PM] Nheua
{Game Time: Oct 26, 2023 00:04}

Nheua looks over her shoulder to Duke Almark, not realizing he was there right away. "Oh, I – I'll be fine. I just need to find my sea legs." She blushed with embarrassment through her greenish cast.

[7/27/2024, 9:03:09 PM] Captain Dief
{Game Time: Oct 26, 2023 00:04}

"RIGHT! Next, I need someone quick on their feet! Little! You there!" He points at Nheua. "You're in the crow's nest, if we encounter the enemy!"

[7/27/2024, 9:03:23 PM] Bellamie
{Game Time: Oct 26, 2023 00:04}

"Noted," is all she's able to say before her brother approaches and her attention turns to him. Answering his disapproving glare with only a sly wink.

[7/27/2024, 9:05:33 PM] Nheua
{Game Time: Oct 26, 2023 00:04}

Nheua takes a breath and turns herself around to face Almarks but her hands remain on the railing behind her. "Don't you think now isn't the best time to share stories?"

[7/27/2024, 9:05:04 PM] Captain Dief
{Game Time: Oct 26, 2023 00:04}

"Oi! Antlers! Ya hear me!?" He calls over to Nheua.

[7/27/2024, 9:05:34 PM] Khalil Valure
{Game Time: Oct 26, 2023 00:04}

Khalil Valure took hold of the wheel, something he, perhaps surprisingly had done before. What wouldn't be surprising is that it had been for mere minutes in open water. He turned the wheel a bit slowly, testing how the ship moved to get a feel for it.

[7/27/2024, 9:05:36 PM] Melio'rai
{Game Time: Oct 26, 2023 00:04}

Maren makes her way to the bow of the ship. The fine spray refreshing to her face. Calming her nerves as the boat sails to unknown futures.

[7/27/2024, 9:07:45 PM] Captain Dief

{Game Time: Oct 26, 2023 00:04}

"Right! Antlers is our lookout from the crow's nest! You there! You know how to tie off the riggin', so you're workin' the sails, savvy!?" He calls down to Beckent Dry.

[7/27/2024, 9:08:38 PM] Nheua

{Game Time: Oct 26, 2023 00:04}

Nheua glances over to the captain before her gaze flickers back to Almark, "If you'll pardon me Duke Almark, I've got orders..." she states meekly. She attempts to skirt by the Duke with posture small and submissive. She wasn't trying to be rude yet, she clearly wanted to take advantage of the opportunity to avoid his questions.

[7/27/2024, 9:10:40 PM] Beckent Dry

{Game Time: Oct 26, 2023 00:04}

"Aye." Beck responds lazily, adjusting the slightly curved sword at his belt, then he began to climb up the rigging to check that all the right ropes were tied off, moving with an agility only gained through years of sailing, swinging from the ropes as if he thought the wind would catch him.

[7/27/2024, 9:10:46 PM] Bellamie

{Game Time: Oct 26, 2023 00:04}

Bellamie was about to interject and offer to climb the crow's nest herself in place of Nheua, but the Py'Rai was already moving to answer the orders. However, concern still etches her features.

[7/27/2024, 9:12:04 PM] Captain Dief

{Game Time: Oct 26, 2023 00:04}

"Now then! Who've I got left, lessee Right! You there!" He points to Adalbert and Maxwell.
"You both are our swords, savvy?! Anyone come on this ship ain't supposed to be here, and you GUT 'em! Aye?"

[7/27/2024, 9:13:05 PM] Khalil Valure

{Game Time: Oct 26, 2023 00:04}

Khalil Valure focused on sailing the vessel down the river, though from time to time he'd look across the ship to see what the others on board were doing.

[7/27/2024, 9:13:45 PM] Maxwell Rene

{Game Time: Oct 26, 2023 00:04}

Maxwell Rene gulps audibly. He's never taken a life, and isn't sure he has the stomach to do it, but he nods meekly anyway. He'll figure something out...

[7/27/2024, 9:13:54 PM] Adalbert

{Game Time: Oct 26, 2023 00:04}

Adalbert turns his attention to Dief, nodding his understanding. He wasn't entirely certain that he'd be able to speak without feeling nauseous, so he keeps his mouth shut for once.

[7/27/2024, 9:14:45 PM] Captain Dief

{Game Time: Oct 26, 2023 00:04}

"Right! Now that just leaves the ladies! You two!" He calls out, pointing to Bellamie and Melio'rai.
"You're mannin', er womanin' the cannons!"

[7/27/2024, 9:15:49 PM] Bellamie

{Game Time: Oct 26, 2023 00:04}

Bell's face lights up at the order, and she positions herself in front of one of the huge cannons.
"Aye!" She calls, carefully inspecting the weapon.

[7/27/2024, 9:17:07 PM] Melio'rai

{Game Time: Oct 26, 2023 00:04}

Maren looks up. The silhouette of a Py'Rai in crow's nest high in the sky appears dreamlike.
'The rocking of the ship is surely playing games with my head!' Maren reaches down and pulls a flask from her belt, taking a sip of spice wine. 'This will wake me up!'

[7/27/2024, 9:17:51 PM] Captain Dief

{Game Time: Oct 26, 2023 00:04}

"Oi! Woody! Ya hear me? Yer on the cannons!" He calls to Melio'rai.

[7/27/2024, 9:18:14 PM] Melio'rai

{Game Time: Oct 26, 2023 00:04}

Maren makes her way to the cannon, as instructed.

[7/27/2024, 9:18:47 PM] Beckent Dry

{Game Time: Oct 26, 2023 00:04}

"I'll give you a gold piece if you hit your first shot." Beckent says from the rigging above Bellamie, hanging from one hand as he pulls a flask from the inside of his coat, taking a swig of rum.

[7/27/2024, 9:18:57 PM] Duke Almark Raine

{Game Time: Oct 26, 2023 00:04}

((Khalil and Beckent Dry, roll 1d20.))

[7/27/2024, 9:19:01 PM] Melio'rai

{Game Time: Oct 26, 2023 00:04}

'This weapon is very foreign to me.'

[7/27/2024, 9:19:07 PM] Beckent Dry

{Game Time: Oct 26, 2023 00:04}

12

1d20 = 12 = 12

[7/27/2024, 9:20:23 PM] Nheua

{Game Time: Oct 26, 2023 00:04}

Nheua slowly climbs up to the crow's nest whilst doing her best to avoid slipping. It was a long way down but having a focus also seemed to help her nausea to shift her attention away from how sick she felt. Once in her nest, the winds swept off her hood but, it also felt refreshing. Looking back down on deck, she watched on as the Captain positioned the rest of the crew. Seeing as everyone had been assigned some sort of duty, her gaze lingered worriedly on Bellamie. Taking a deep breath of salty air, she stared out beyond the ship and over ocean's horizon.

[7/27/2024, 9:19:41 PM] Khalil Valure

{Game Time: Oct 26, 2023 00:04}

12

1d20 = 12 = 12

[7/27/2024, 9:19:55 PM] Captain Dief

{Game Time: Oct 26, 2023 00:04}

"It's alright, gal! Just grab that there tinderbox next to the cannon! If we see trouble, light the fuse, and when you're ready to fire ... push the fuse down in the whole and BOOM!"

[7/27/2024, 9:20:28 PM] Bellamie

{Game Time: Oct 26, 2023 00:04}

Glancing up at the man in the rigging, she holds up one hand to shade her eyes against the bright sun. "Deal," she calls, her grin glinting in the bright light. Seeing him take a swig of rum, she suddenly wishes she'd brought her own refreshment.

[7/27/2024, 9:21:37 PM] Beckent Dry

{Game Time: Oct 26, 2023 00:04}

"You'll need it if we get attacked, the rocking of the waves, the spray of the salt- some liquid courage will do you good." He says, stretching his arm down to offer her the flask.

[7/27/2024, 9:21:51 PM] Melio'rai

{Game Time: Oct 26, 2023 00:04}

"Seems simple enough! A weapon for the unskilled for sure."

[7/27/2024, 9:22:25 PM] Duke Almark Raine

{Game Time: Oct 26, 2023 00:04}

As the crew was assigned their various tasks, the ship was well underway. Thanks to the impressive steering of Khalil, as well as the strong sail work of Beckent Dry, the ship has rushed down the river with no damage suffered!

[7/27/2024, 9:24:01 PM] Bellamie

{Game Time: Oct 26, 2023 00:04}

Standing on her tiptoes to reach the flask, she takes a healthy swig and fights a cough. "What are you drinking, lamp oil?" She wipes her mouth on the back of her hand and tosses the flask upward toward him to catch in the air above.

[7/27/2024, 9:24:37 PM] Captain Dief

{Game Time: Oct 26, 2023 00:04}

"Good work, m'boys! Ya got us to the bay, all nice and one-piece like! You there! The pretty one!" He calls, pointing at Adalbert. "Take this here spyglass up to the elf in the crow's nest!"

[7/27/2024, 9:25:15 PM] Beckent Dry

{Game Time: Oct 26, 2023 00:04}

"Lamp oil would go down easier." He joked, winking at her as he swung to catch it, before pulling himself back up into the rigging to keep working the sail.

[7/27/2024, 9:26:55 PM] Adalbert

{Game Time: Oct 26, 2023 00:04}

Adalbert moves to retrieve the item, and makes his way to the crows nest to hand it off. "Sure--"

[7/27/2024, 9:27:01 PM] Adalbert

{Game Time: Oct 26, 2023 00:04}

16

1d20 = 16 = 16

[7/27/2024, 9:28:18 PM] Adalbert

{Game Time: Oct 26, 2023 00:04}

Adalbert stumbles once more, managing to not faceplant into the deck. He looks up to where Nheua was, waving the glass slightly. "Hey, got something you might need."

[7/27/2024, 9:30:19 PM] Nheua

{Game Time: Oct 26, 2023 00:04}

Nheua looks down below to the man approaching her post. Narrowing her gaze, she calls down, "Hey, aren't you the Duke's son?" She then looks to the item in hand and nods to him, "Yup. I think I'll need that... bring it here, would you?"

[7/27/2024, 9:30:58 PM] Almark Raine

{Game Time: Oct 26, 2023 00:04}

Throughout all of Captain Dief's barking, Almark rubs his head, massaging out a bit of a headache. He'd meant it when he said Dief was a strange, if valued asset to House Raine,

[7/27/2024, 9:31:12 PM] Almark Raine

{Game Time: Oct 26, 2023 00:04}

"Resna, help us ..."

[7/27/2024, 9:31:20 PM] Khalil Valure

{Game Time: Oct 26, 2023 00:04}

Khalil Valure continues on sailing the ship. Thankfully he was doing it well enough not to run them aground. He took the time to just enjoy the fresh air and watched the others move about. Though his attention did tend a bit more towards a certain redhead on board.

[7/27/2024, 9:34:39 PM] Adalbert

{Game Time: Oct 26, 2023 00:04}

Adalbert keeps a neutral expression at the first question, and scrambles his way up to Nheua. Dropping his voice to a whisper, he mutters to her "Adalbert. Just Adalbert."

[7/27/2024, 9:35:21 PM] Bellamie

{Game Time: Oct 26, 2023 00:04}

Oblivious to most people on board, Bellamie busies herself with the cannon, inspecting each part as if in wonder of how it worked. She checks it has a loaded cannonball, and scans the horizon for any hint of adversary.

[7/27/2024, 9:37:50 PM] Nheua

{Game Time: Oct 26, 2023 00:04}

Nheua nods to Adalber, "Sure, sure. You nobles don't like formalities much, it seems. Except for you father, of course." She takes the spyglass and, while sucking on a piece of ginger, fully extends it. "Now, let's see what's on the horizon, shall we?" Peering through the spyglass with one eye closed, she scans the ocean but find something concerning almost immediately. Both eyes opened as well as her mouth, the ginger falling from her mouth. "Fuck..." She peers through the spyglass once more to ensure her eye do not deceive her. "SHIP! PORT SIDE INCOMING!" She repeats herself and shouts to the crew on deck before looking to the Captain.

[7/27/2024, 9:37:26 PM] Melio'rai

{Game Time: Oct 26, 2023 00:04}

Maren thinks to herself that she would be much more comfortable in the crow's nest raining down arrows than loading this... thing with iron pellets that will surely break her back to lift.

[7/27/2024, 9:38:23 PM] Captain Dief

{Game Time: Oct 26, 2023 00:04}

"Oh, REAL funny lass. Ya got yer spyglass, an' think everything's a joke, do ya!?"

[7/27/2024, 9:38:30 PM] Adalbert

{Game Time: Oct 26, 2023 00:04}

Adalbert moves down from the crows nest, shifting his hand to his blade when he hears her yelling.

[7/27/2024, 9:39:16 PM] Captain Dief

{Game Time: Oct 26, 2023 00:04}

"First mate! That a friend o'yers? Girl thinks we ain't heard that joke bef-- SWEET RESNA, SHIP OFF THE PORT, BEHIND US!"

[7/27/2024, 9:39:30 PM] Bellamie

{Game Time: Oct 26, 2023 00:04}

Bellamie starts in alarm, scanning the direction that Nheua indicated. She then whips her head toward the captain, scarlet curls flying, and snaps, "She wouldn't lie, you fool!"

[7/27/2024, 9:40:30 PM] Nheua

{Game Time: Oct 26, 2023 00:04}

Nheua shouts to the Captain, "NO really! We're going to be attacked! Prepare yourselves!"

[7/27/2024, 9:39:43 PM] Melio'rai

{Game Time: Oct 26, 2023 00:04}

Maren glances port side.

[7/27/2024, 9:40:15 PM] Maxwell Rene

{Game Time: Oct 26, 2023 00:04}

Maxwell Rene is worrying immediately. He wasn't expecting conflict so soon, he was hoping to be able to assist things from afar, but that much isn't really possible while they're still aboard a ship. 'Alright Maxwell, steady your breathing, you've got this. How much blood can a person lose without dying, but still pass out? 30 to 40% I believe... Alright, figure it out as you go, I've got this.'

[7/27/2024, 9:40:34 PM] Captain Dief

{Game Time: Oct 26, 2023 00:04}

"Uh, w-- well, DAMN, that old bitch is fast! She's gainin' on us! First Mate! Get us goin' faster!"

[7/27/2024, 9:40:43 PM] Melio'rai

{Game Time: Oct 26, 2023 00:04}

Maren runs to the port side canoon and prepares.

[7/27/2024, 9:41:18 PM] Khalil Valure

{Game Time: Oct 26, 2023 00:04}

"Hearing the commotion Khalil, careful not to inadvertantly steer the ship awry, takes a look port side to spot the other vessel briefly. With captains orders his attention turns full;y be ahead and he calls out to Beckent. "MORE SAIL."

[7/27/2024, 9:41:39 PM] Beckent Dry

{Game Time: Oct 26, 2023 00:04}

Beckent sighs and begins to let out more sails, letting more wind blow into them. He stays prepared in case they can't escape to pull the sails in some, if they are full turning will be hard and theyll be destroyed by cannon fire.

[7/27/2024, 9:41:58 PM] Khalil Valure
{Game Time: Oct 26, 2023 00:04}
fully back ahead*

[7/27/2024, 9:42:51 PM] Melio'rai
{Game Time: Oct 26, 2023 00:04}

Maren bends down and lifts a cannon ball. "This is not as heavy as I thought!" Loading the barrel, she primes the vents and prepares the fuse.

[7/27/2024, 9:43:01 PM] Captain Dief
{Game Time: Oct 26, 2023 00:04}

"Everyone to stations! They're still gainin' on us, and that beast has got guns! Wait By the Duke, that's the Kracken! The flagship of the Kurita!"

[7/27/2024, 9:43:50 PM] Nheua
{Game Time: Oct 26, 2023 00:04}

Nheua braces herself within the nest monitors the ship's distance through her spyglass, "They're gaining on us!" She calls out urgently to those down below.

[7/27/2024, 9:44:22 PM] Bellamie
{Game Time: Oct 26, 2023 00:04}

Bellamie stares at the ship's rapid approach, her hand hovering over the fuse and shaking ever so slightly, but ready to fire as soon as the order is given.

[7/27/2024, 9:45:14 PM] Beckent Dry
{Game Time: Oct 26, 2023 00:04}

"We should turn and fight, Captain! We need to pull starboard and fire first!" Beckent calls, swinging along the rigging but not pulling in the sails, he has his own suggestions but he won't disobey orders.

[7/27/2024, 9:45:47 PM] Captain Dief
{Game Time: Oct 26, 2023 00:04}

"Aye, boyo! First Mate! Hard turn to port! Call for a sail reef! We gotta get our guns around on her! We'll never outrun that thing! Get your gunners to the starboard side, and prepare for combat!"

[7/27/2024, 9:46:44 PM] Melio'rai
{Game Time: Oct 26, 2023 00:04}

Maren runs back to starboard, finding her cannon is prepped and ready to fire it's first volley.

[7/27/2024, 9:47:10 PM] Bellamie
{Game Time: Oct 26, 2023 00:04}

Sprinting to the opposite side of the deck, Bellamie deftly loads that cannon and waits, her breathing rapid.

[7/27/2024, 9:48:33 PM] Nheua
{Game Time: Oct 26, 2023 00:04}

Nheua looks to Beckent, then to the Captain... It seemed the rat didn't want to die today, and neither did she. Plus, it seemed the Captain trusted him enough so, today was a day to put their animosity aside.

[7/27/2024, 9:47:50 PM] Melio'rai
{Game Time: Oct 26, 2023 00:04}

"Ready to fire Captain!" Maren screams across the commotion.

[7/27/2024, 9:47:52 PM] Beckent Dry
{Game Time: Oct 26, 2023 00:04}

Beck hurriedly pulls in some of the sails, making it easier for Khalil to make the turn. His dark eyes scan the crew, unsure how any of them will do. "Gonna need a lot of luck."

[7/27/2024, 9:48:12 PM] Khalil Valure
{Game Time: Oct 26, 2023 00:04}

"Aye. REEF THE SAILS." He calls out, remembering his instructions. He prepares and starts turning the ship to port shortly after Beckent begins pulling in the sails.

[7/27/2024, 9:48:51 PM] Captain Dief
{Game Time: Oct 26, 2023 00:04}

"Damn it all, we're not turnin' fast enough! YOU AT THE SAILS!" He starts, yelling back at Beckent Dry. "You know how to club haul?! Get the port side anchor in the water, NOW!"

[7/27/2024, 9:49:50 PM] Khalil Valure
{Game Time: Oct 26, 2023 00:04}

Khalil Valure turns the wheel harder the more the sails are coming down. Adrenaline begins coursing through him and he's starting to worry, just a bit.

[7/27/2024, 9:51:15 PM] Beckent Dry
{Game Time: Oct 26, 2023 00:04}

Cursing quite unpolitely, he leapt down to the deck and squatted, heaving the anchor over and then using the winch to hurriedly lower it, sweat glinting on his brow. "Give em hell ladies!" He shouts as encouragement to those manning the cannons, somehow managing to flash another smile.

[7/27/2024, 9:52:55 PM] Nheua
{Game Time: Oct 26, 2023 00:04}

Nheua heart begins to beat in her chest as she's tossed in the nest from the abrupt turn. In her peripheral vision, she spots the piece of ginger about to roll past her. Swiping it up quickly, she tosses it into her mouth and finishes it.

[7/27/2024, 9:52:26 PM] Captain Dief

{Game Time: Oct 26, 2023 00:04}

The moment the anchor hits the water, the chain rips out from the side of the ship, letting the anchor further and further down. When it hits the soft sea bottom, the anchor yanks the chain tightly!"ALL HANDS, BRACE!"Right after that call, the anchor chain rips through the wood paneling of the hastily-crafted ship, pulling the deck down into a harsh, near zero-point turn! The spray of the sea is thrown over the deck, drenching everyone daring enough to take on this adventure.((Everyone roll 1d20. If less than 8, take 1 damage from the harsh turn of the ship!))

[7/27/2024, 9:52:35 PM] Almark Raine

{Game Time: Oct 26, 2023 00:04}

15

1d20 = 15 = 15

[7/27/2024, 9:52:43 PM] Adalbert

{Game Time: Oct 26, 2023 00:04}

Adalbert glances to his father from across the deck, making a mental note of where he was prior to the hard turn.

[7/27/2024, 9:52:42 PM] Khalil Valure

{Game Time: Oct 26, 2023 00:04}

11

1d20 = 11 = 11

[7/27/2024, 9:52:49 PM] Adalbert

{Game Time: Oct 26, 2023 00:04}

11

1d20 = 11 = 11

[7/27/2024, 9:52:49 PM] Raina

{Game Time: Oct 26, 2023 00:04}

18

1d20 = 18 = 18

[7/27/2024, 9:53:51 PM] Nheua

{Game Time: Oct 26, 2023 00:04}

1

1d20 = 1 = 1

[7/27/2024, 9:53:10 PM] Maxwell Rene

{Game Time: Oct 26, 2023 00:04}

11

1d20 = 11 = 11

[7/27/2024, 9:53:12 PM] Almark Raine

{Game Time: Oct 26, 2023 00:04}

Almark grasps onto the nearby railing, avoiding taking damage! Looking at the enemy ship, the Duke glares a heated gaze across at who he presumes to be the opposing captain.

[7/27/2024, 9:53:25 PM] Beckent Dry

{Game Time: Oct 26, 2023 00:04}

2

1d20 = 2 = 2

[7/27/2024, 9:53:29 PM] Melio'rai

{Game Time: Oct 26, 2023 00:04}

Maren pulls a match from the carefully sheltered box so as not to let the innards get wet and strikes it against a prepped stone. To her relief it lights first strike and she lights the fuse.

[7/27/2024, 9:53:33 PM] Maren

{Game Time: Oct 26, 2023 00:04}

12

1d20 = 12 = 12

[7/27/2024, 9:53:42 PM] Maxwell Rene

{Game Time: Oct 26, 2023 00:04}

Maxwell Rene grabs onto the rails so hard his knuckles go white, managing to keep on his feet.

[7/27/2024, 9:54:08 PM] Bellamie

{Game Time: Oct 26, 2023 00:04}

Bellamie successfully braces herself against the iron cannon, gritting her teeth as the ship rocks on the ocean like a child's plaything.

[7/27/2024, 9:54:22 PM] Beckent Dry

{Game Time: Oct 26, 2023 00:04}

Beck was too busy with the anchor and stumbled as the ship jerked, slamming his shoulder into the railing and cursing as pain shot through his arm.

[7/27/2024, 9:54:24 PM] Khalil Valure

{Game Time: Oct 26, 2023 00:04}

Khalil Valure manages to ready himself, planting his feet and grasping the wheel to do his best to hang on.

[7/27/2024, 9:54:30 PM] Melio'rai

{Game Time: Oct 26, 2023 00:04}

Maren scrambles to reload the the smoking barrel of the cannon to prepare another volley.

[7/27/2024, 9:55:10 PM] Captain Dief

{Game Time: Oct 26, 2023 00:04}

12

1d20 = 12 = 12

[7/27/2024, 9:56:10 PM] Melio'rai

{Game Time: Oct 26, 2023 00:04}

"Shall I let another fly Captain!" Maren yells.

[7/27/2024, 9:56:20 PM] Bellamie

{Game Time: Oct 26, 2023 00:04}

Hesitating for only a moment longer, Bellamie finally lights the fuse, her gaze fixed across the gap between ships as her cannonball erupts and hurtles towards the enemy.

[7/27/2024, 9:56:34 PM] Captain Dief

{Game Time: Oct 26, 2023 00:04}

"OPEN FIRE! KEEP 'EM RELOADED, GIRL!"

[7/27/2024, 9:56:48 PM] Captain Dief

{Game Time: Oct 26, 2023 00:04}

((Bellamie and Melio'rai, roll 1d20.))

[7/27/2024, 9:57:05 PM] Raina

{Game Time: Oct 26, 2023 00:04}

4

1d20 = 4 = 4

[7/27/2024, 9:57:54 PM] Nheua

{Game Time: Oct 26, 2023 00:04}

Nheua No sooner did she swallow her candy, did the ship nearly lurch onto its side. Side she was in the nest, it almost felt as if she was parallel with the water... then her grip failed her. Slipping, she frantically grasped for anything but, found nothing. Staring up at the nest, her eyes grew wide until she felt her back hit the salt water.

[7/27/2024, 9:57:58 PM] Melio'rai

{Game Time: Oct 26, 2023 00:04}

Maren hastily strikes another match, but this time it won't light. She throws it to the side, panic starting to set in. Grabs another from the box and strikes it, a flame this time! Lights the fuse and...

[7/27/2024, 9:58:03 PM] Maren

{Game Time: Oct 26, 2023 00:04}

19

1d20 = 19 = 19

[7/27/2024, 9:58:15 PM] Almark Raine

{Game Time: Oct 26, 2023 00:04}

Seeing Nheua fall, Almark calls out, loudly. "Woman overboard!" Without seeming to think much about it, Almark takes a few steps forward across the deck and jumps in!

[7/27/2024, 9:59:11 PM] Captain Dief

{Game Time: Oct 26, 2023 00:04}

"Wom-- AND MAN OVERBOARD! Throw them a rope, blondie!" He shouts toward Maxwell.
"Haul them up!"

[7/27/2024, 9:59:12 PM] Beckent Dry

{Game Time: Oct 26, 2023 00:04}

"Shit!" Beck says, rushing to grab a rope. He quickly makes a loop and throws it into the water after Almark and Nheua, water like this between ships would be vicious, getting out wouldn't be easy.

[7/27/2024, 9:59:28 PM] Bellamie

{Game Time: Oct 26, 2023 00:04}

"NHEUA!" Bellamie screams, watching her friend fall into the ocean. As her brother races by, her look of horror deepens. "NO!" She abandons her post for the next few moments, frantically scanning the surface of the water for her family and friend.

[7/27/2024, 10:00:15 PM] Maxwell Rene

{Game Time: Oct 26, 2023 00:04}

"Aye aye!" Maxwell hoists a pile of rope, makes sure at least one end is affixed to the ship, then tosses the other end as far out into the water as he can.

[7/27/2024, 10:01:05 PM] Nheua

{Game Time: Oct 26, 2023 00:04}

Nheua breaks the surface of the water to see Almark staring back at her. Gasping for air, she was panicked and shielded herself from splintering wood raining down upon them both.

[7/27/2024, 10:00:21 PM] Khalil Valure

{Game Time: Oct 26, 2023 00:04}

Khalil Valure Khalil watches Nheua fall down and splash into the water. With the ship anchored he's anxious to move off the wheel. to do something. He pauses though, looking to Dief before he abandons the wheel. "You want me here or there?"

[7/27/2024, 10:00:41 PM] Duke Almark Raine

{Game Time: Oct 26, 2023 00:04}

As the overboard party members swim for their lives, Beckent Dry and Maxwell come to their rescue. Meanwhile, the cannoneers make great gains. Bellamie's shot goes hit, but terrifies the crew of the enemy ship. However, Melio'rai send a ball straight through the enemy ship's hold, blowing away one of their cannons!

[7/27/2024, 10:01:04 PM] Captain Dief

{Game Time: Oct 26, 2023 00:04}

"don't give up that wheel, first Mate! It's the only thing keepin' us from crashin' into the Kracken!"

[7/27/2024, 10:01:19 PM] Duke Almark Raine

{Game Time: Oct 26, 2023 00:04}

((Beckent Dry and Maxwell, 1d20.))

[7/27/2024, 10:01:29 PM] Beckent Dry

{Game Time: Oct 26, 2023 00:04}

20

1d20 = 20 = 20

[7/27/2024, 10:01:40 PM] Adalbert

{Game Time: Oct 26, 2023 00:04}

Adalbert swears loudly, leaning over the railing to bellow at his father. "YOU DUMB BASTARD YOU ARE NOT LEAVING ME IN CHARGE YOU GET YOUR ASS BACK ON THIS BOAT!" He moves to assist Maxwell.

[7/27/2024, 10:01:43 PM] Maxwell Rene

{Game Time: Oct 26, 2023 00:04}

3

1d20 = 3 = 3

[7/27/2024, 10:02:46 PM] Nheua

{Game Time: Oct 26, 2023 00:04}

Nheua yells out to the Duke, "What are you doing?!" She was wide eyed, her pupil dilated with fear but couldn't understand how Almark reached her.

[7/27/2024, 10:02:07 PM] Maxwell Rene

{Game Time: Oct 26, 2023 00:04}

"Gonna need to help me pull over here! I can't lift worth a damn!"

[7/27/2024, 10:02:32 PM] Bellamie

{Game Time: Oct 26, 2023 00:04}

Racing toward the others, she lends her aid in hauling the rope.

[7/27/2024, 10:02:32 PM] Khalil Valure

{Game Time: Oct 26, 2023 00:04}

With a nod he focuses his attention back on what he's been charged to do, feeling helpless as he sees the others doing their part.

[7/27/2024, 10:02:39 PM] Duke Almark Raine

{Game Time: Oct 26, 2023 00:04}

Maxwell's rope is thrown to help, but an enemy throws a sword, cutting the rope before it can be used to haul them up! Fortunately, Beckent Dry's rope makes it home, and both Nheua and Almark can both grab hold!

[7/27/2024, 10:02:53 PM] Captain Dief

{Game Time: Oct 26, 2023 00:04}

"HAUL 'EM UP, BOYS AND GIRLS!"

[7/27/2024, 10:03:19 PM] Captain Dief

{Game Time: Oct 26, 2023 00:04}

"I got the wheel! Help your friends, and WATCH OUT!"

[7/27/2024, 10:03:25 PM] Adalbert

{Game Time: Oct 26, 2023 00:04}

Adalbert grabs a hold of the rope, and begins pulling to drag them back aboard.

[7/27/2024, 10:03:25 PM] Melio'rai

{Game Time: Oct 26, 2023 00:04}

Maren watches as the 2nd volley tears into the cannon opposite her, shards of splinter and wood raining across the deck of the enemy ship. "Huzzah! she screams but then notices members of her ship overboard. A short lived triumph. Maren prepares another cannon ball.

[7/27/2024, 10:03:37 PM] Beckent Dry

{Game Time: Oct 26, 2023 00:04}

"Grab the blasted rope!" He calls, his forearms flexing, already heaving the second its grabbed on. Despite his slim frame, he seems to have a surprising strength.

[7/27/2024, 10:04:45 PM] Duke Almark Raine

{Game Time: Oct 26, 2023 00:04}

Just as Nheua and Almark are being hauled up, the Kracken opens fire with its guns! Cannon balls blow through the deck, sending wooden and metal shrapnel in every possible direction!((Everyone roll 1d20. If less than 8, take 1 damage. If a crit fail (1), take 2 hp damage!))

[7/27/2024, 10:04:50 PM] Khalil Valure

{Game Time: Oct 26, 2023 00:04}

Hearing the captain he moves from the wheel and rushes to go help the others. As soon as he gets to them he moves into place to help hold the rope and haul the overboard up..

[7/27/2024, 10:05:07 PM] Raina

{Game Time: Oct 26, 2023 00:04}

1

1d20 = 1 = 1

[7/27/2024, 10:05:12 PM] Beckent Dry

{Game Time: Oct 26, 2023 00:04}

11

1d20 = 11 = 11

[7/27/2024, 10:05:20 PM] Maren

{Game Time: Oct 26, 2023 00:04}

8

1d20 = 8 = 8

[7/27/2024, 10:05:19 PM] Khalil Valure

{Game Time: Oct 26, 2023 00:04}

3

1d20 = 3 = 3

[7/27/2024, 10:05:39 PM] Maxwell Rene

{Game Time: Oct 26, 2023 00:04}

8

1d20 = 8 = 8

[7/27/2024, 10:05:41 PM] Almark Raine

{Game Time: Oct 26, 2023 00:04}

Almark grabs hold of the rope, grabbing onto Nheua to help her along, as well. Just as both of the soaked sailors are brought onto the deck, the enemy ship fires. "DOWN!"

[7/27/2024, 10:05:44 PM] Almark Raine

{Game Time: Oct 26, 2023 00:04}

18

1d20 = 18 = 18

[7/27/2024, 10:06:43 PM] Nheua

{Game Time: Oct 26, 2023 00:04}

Nheua frantically swims as hard as she can to make it to the rope but, between the chaos, she was already fatigued. Clenching the rope, she did her best to hold on but looked to Almark.

"Turn your back to the ship as they pull us up. I'll shield you from shrapnel"

[7/27/2024, 10:06:47 PM] Beckent Dry

{Game Time: Oct 26, 2023 00:04}

Amazingly Beckent is unharmed despite not ducking at all, he refused to release the rope and let the two sink lower, instead he continued to pull and somehow, all the shards flew around him harmlessly. Lucky, lucky..

[7/27/2024, 10:06:52 PM] Captain Dief

{Game Time: Oct 26, 2023 00:04}

"KEEP THOSE CANNONS GOIN! PREPARE TO REPEL BOARDERS!"

[7/27/2024, 10:06:53 PM] Maxwell Rene

{Game Time: Oct 26, 2023 00:04}

Maxwell Rene hears the sounds of shrapnel soar just past his face, and his heart skips a beat as he barely isn't struck.

[7/27/2024, 10:08:09 PM] Nheua

{Game Time: Oct 26, 2023 00:04}

6

1d20 = 6 = 6

[7/27/2024, 10:07:23 PM] Bellamie

{Game Time: Oct 26, 2023 00:04}

Her hands gripping the coarse rope and heaving with all her might, Bellamie doesn't see the wooden shrapnel hurtling for her. A chunk of wood slices through her leathers, shredding down her arm, and she lets out a shriek of pain and drops the rope, clutching her forearm as blood gushes.

[7/27/2024, 10:07:30 PM] Melio'rai

{Game Time: Oct 26, 2023 00:04}

Maren watches as the crew works to rescue the overboard members from the war filled waters. The third cannon ball ready, she lights the fuse...

[7/27/2024, 10:07:36 PM] Maren

{Game Time: Oct 26, 2023 00:04}

5

1d20 = 5 = 5

[7/27/2024, 10:08:41 PM] Duke Almark Raine

{Game Time: Oct 26, 2023 00:04}

Just as Captain Dief calls out to repel boarders, two sailors, clad in a teal blue and green, swing via rope across the expanse of the two boats. When both men land, they draw their swords!

[7/27/2024, 10:10:10 PM] Nheua

{Game Time: Oct 26, 2023 00:04}

Once pulled over the railing, Nheua scrambles to use her body as a shield over top Almark. With a grimace, she feels a stabbing through her shoulder.

[7/27/2024, 10:09:53 PM] Melio'rai

{Game Time: Oct 26, 2023 00:04}

A MISS! "Damn it!" Maren grabs the fourth cannon ball. She is now feeling the weight. She loads the barrel and lights the fuse. 'Gods help us!' FIRE!

[7/27/2024, 10:09:59 PM] Maren
{Game Time: Oct 26, 2023 00:04}

7

1d20 = 7 = 7

[7/27/2024, 10:10:20 PM] Khalil Valure
{Game Time: Oct 26, 2023 00:04}

As the cannonball rips through the ship a chunk of errant metal catches his covered shoulder. Still though, it hurts like hell and he grunts in pain. Seeing the others get hit pushes him, and when two enemies cross over he draws his sword to start fighting.

[7/27/2024, 10:10:43 PM] Almark Raine
{Game Time: Oct 26, 2023 00:04}

Almark recovers, glancing over at Nheua, who was struck by shrapnel. "Keep low, Nheua," He instructs, looking toward the two boarding sailors.

[7/27/2024, 10:10:44 PM] Beckent Dry
{Game Time: Oct 26, 2023 00:04}

Once the two are overboard, Beckent draws his sword and charges forward, putting himself between Nheua and Almark and the boarder. "I'll hold them, go right Khalil!"

[7/27/2024, 10:11:29 PM] Almark Raine
{Game Time: Oct 26, 2023 00:04}

"Adalbert! Grab the ship's wheel before Dief's arms give out!"

[7/27/2024, 10:11:43 PM] Khalil Valure
{Game Time: Oct 26, 2023 00:04}

Khalil Valure moves, following Beckent's lead and gets between the other enemy and the crew.

[7/27/2024, 10:12:07 PM] Duke Almark Raine
{Game Time: Oct 26, 2023 00:04}

((Anyone attacking the enemy sailors, roll 1d20. Same thing if you're firing the cannons.))

[7/27/2024, 10:12:15 PM] Beckent Dry
{Game Time: Oct 26, 2023 00:04}

2

1d20 = 2 = 2

[7/27/2024, 10:12:15 PM] Khalil Valure
{Game Time: Oct 26, 2023 00:04}

7

1d20 = 7 = 7

[7/27/2024, 10:12:26 PM] Maxwell Rene

{Game Time: Oct 26, 2023 00:04}

14

1d20 = 14 = 14

[7/27/2024, 10:12:39 PM] Bellamie

{Game Time: Oct 26, 2023 00:04}

Biting back the pain, Bellamie ignores her shredded arm and leaps down toward the cannon post she abandoned. A wild light blazes in her eyes as she reloads the cannon, her movements angry and rapid, and blood drips freely from her arm as she lights the fuse once more.

[7/27/2024, 10:12:46 PM] Raina

{Game Time: Oct 26, 2023 00:04}

16

1d20 = 16 = 16

[7/27/2024, 10:12:52 PM] Maren

{Game Time: Oct 26, 2023 00:04}

14

1d20 = 14 = 14

[7/27/2024, 10:13:09 PM] Crew Member

{Game Time: Oct 26, 2023 00:04}

"Ey, purple BOY! Ya got some blade fa me!?" The enemy sailor cuts forward, slashing across and cutting Beckent Dry for 1 damage!

[7/27/2024, 10:14:59 PM] Nheua

{Game Time: Oct 26, 2023 00:04}

Nheua ducks back down after the debris settles and she feels for her shoulder... A piece of splintered wood had lodged into her shoulder. Reaching over with her other hand, she slowly pulled out the shrapnel with a grunt then, stared up at Beckent who put himself between them and the enemy.

[7/27/2024, 10:14:15 PM] Duke Almark Raine

{Game Time: Oct 26, 2023 00:04}

Bellamie and Melio'rai both strike heavy blows to the enemy ship! Bellamie's round explodes across the deck, sending several sailors into the drink. As for Melio'rai, her shot seems to have sheered off a chunk of the main mast!

[7/27/2024, 10:14:19 PM] Maxwell Rene

{Game Time: Oct 26, 2023 00:04}

Maxwell Rene taunts an invading sailor towards him, and as the assailant sprints forwards, Maxwell suddenly stomps his right boot down onto their left boot, causing them to stumble and trip. As they do, he holds out his arms to guide their tumbling body over the side of the ship, giving a firm shove to make sure they fall fully overboard.

[7/27/2024, 10:14:24 PM] Beckent Dry

{Game Time: Oct 26, 2023 00:04}

As blood gushes from the wound he just received, Beckent lets out a crow like something from a childrens story and continues to fight, not letting him closer to the two who had just come back from the water.

[7/27/2024, 10:15:55 PM] Melio'rai

{Game Time: Oct 26, 2023 00:04}

Maren carefully loads the 5th cannon ball. The barrel is hot to the touch. She again primes the vents and prepares to light the fuse. She hears commotion behind her, as enemies infiltrate the deck of the ship. "One last Gods, one last hit!" FIRE!

[7/27/2024, 10:15:58 PM] Maren

{Game Time: Oct 26, 2023 00:04}

19

1d20 = 19 = 19

[7/27/2024, 10:16:19 PM] Duke Almark Raine

{Game Time: Oct 26, 2023 00:04}

Once more, the enemy cannons roar, spraying the deck with shrapnel!((Everyone 1d20. If less than 8, 1 damage. If crit fail, 2 damage.))

[7/27/2024, 10:16:29 PM] Bellamie

{Game Time: Oct 26, 2023 00:04}

Grinning darkly at her hit, eyes blazing with silent fury, she reloads the cannon once more.

[7/27/2024, 10:16:34 PM] Raina

{Game Time: Oct 26, 2023 00:04}

16

1d20 = 16 = 16

[7/27/2024, 10:17:26 PM] Nheua

{Game Time: Oct 26, 2023 00:04}

Nheua Nheua glances to Almark next to her then back to Beckent as he sustains an injury.

"Rat!" she shouted with concern in her voice and draws her dagger from it's sheath

[7/27/2024, 10:16:46 PM] Maren

{Game Time: Oct 26, 2023 00:04}

16

1d20 = 16 = 16

[7/27/2024, 10:17:46 PM] Nheua

{Game Time: Oct 26, 2023 00:04}

3

1d20 = 3 = 3

[7/27/2024, 10:17:01 PM] Khalil Valure

{Game Time: Oct 26, 2023 00:04}

Khalil Valure swings his sword at the enemy, his blade catching in the enemy's arm as the enemy went for Maxwell. Stunned at Maxwell's moves, Khalil smiled at him. "Good job." He said before moving over to help Beckent.

[7/27/2024, 10:17:08 PM] Beckent Dry

{Game Time: Oct 26, 2023 00:04}

12

1d20 = 12 = 12

[7/27/2024, 10:17:16 PM] Almark Raine

{Game Time: Oct 26, 2023 00:04}

7

1d20 = 7 = 7

[7/27/2024, 10:17:26 PM] Maxwell Rene

{Game Time: Oct 26, 2023 00:04}

11

1d20 = 11 = 11

[7/27/2024, 10:17:34 PM] Beckent Dry

{Game Time: Oct 26, 2023 00:04}

18

1d20 = 18 = 18

[7/27/2024, 10:17:36 PM] Melio'rai

{Game Time: Oct 26, 2023 00:04}

Maren's cannon again hits true. As perfect of a shot as she could hope for. "The Gods have listened this day!"

[7/27/2024, 10:18:27 PM] Beckent Dry

{Game Time: Oct 26, 2023 00:04}

Beckent Dry flourishes his blade and skewers the man through the chest, flicking his sword free and dancing back. He smiles at Khalil, nodding in thanks before resting a hand on Nheua to calm her approach.

[7/27/2024, 10:19:00 PM] Khalil Valure

{Game Time: Oct 26, 2023 00:04}

Khalil Valure seeing Beckent dispatch the other enemy on board KHalil took a brief moment to look around before deciding what to do next. Shifted back towards Maren, he began helping her reload the cannon.

[7/27/2024, 10:20:18 PM] Nheua

{Game Time: Oct 26, 2023 00:04}

Nheua stumbles up to her feet but slips just as another rain of splinters descend upon them. This time, the shrapnel buries itself into her thigh like a dagger, bringing her back down to a knee.

[7/27/2024, 10:19:51 PM] Duke Almark Raine

{Game Time: Oct 26, 2023 00:04}

Both Bellamie and Melio'rai land crippling shots, at that. Both cannon balls blast through the mast, and the Kracken's mast starts crackling. Enemy sailors can be heard screaming "She's comin' down! Watch out!" As they do, the mast folds, and the Kracken breaks contact. The wounded beast turns away from the party, peeling away with the benefit of its rudder and secondary sails, while it still can!

[7/27/2024, 10:20:02 PM] Melio'rai

{Game Time: Oct 26, 2023 00:04}

"Thank you Khalil. I'm afraid I burnt my hand!" Maren prepares the fuse.

[7/27/2024, 10:20:19 PM] Captain Dief

{Game Time: Oct 26, 2023 00:04}

"THEY'RE TURNIN' THEIR BACKS! HUZZAH!"

[7/27/2024, 10:20:30 PM] Bellamie

{Game Time: Oct 26, 2023 00:04}

As her cannonball strikes true, showering the enemy in splintered wood and bits of metal, she screams a victory cry laced with very colourful language. Her arm soaked in blood now, but she ignores it as she moves to load another cannonball, gritting her teeth against the pain as she uses her injured arm. Clearly she wants to get one last shot in, and she tunnel visions on that task.

[7/27/2024, 10:20:38 PM] Raina

{Game Time: Oct 26, 2023 00:04}

2

1d20 = 2 = 2

[7/27/2024, 10:20:47 PM] Melio'rai

{Game Time: Oct 26, 2023 00:04}

Maren gasps as the mast of the ship opposite buckles.

[7/27/2024, 10:21:11 PM] Duke Almark Raine

{Game Time: Oct 26, 2023 00:04}

Bellamie's last shot is fortunate to have even hit the salty air.

[7/27/2024, 10:21:23 PM] Beckent Dry

{Game Time: Oct 26, 2023 00:04}

Beckent peels off his tunic after sheathing his sword, he begins to cut strips with his dagger. After years of serving upon a ship, he begins trying to bandage up the wounds of Nheua and Bellamie wordlessly.

[7/27/2024, 10:22:08 PM] Duke Almark Raine

{Game Time: Oct 26, 2023 00:04}

Below deck, the shouts of the support crew can be heard. All the deack-swabbers, cooks and cartographers. Huzzah! Huzzah!"

[7/27/2024, 10:23:04 PM] Melio'rai

{Game Time: Oct 26, 2023 00:04}

Maren puts of the fuse that was about to send one last volley. All of the sudden it is silent except for the cries of victory from below.

[7/27/2024, 10:24:20 PM] Nheua

{Game Time: Oct 26, 2023 00:04}

For once Nheua says nothing but gives him a look of gratitude. As much as she wanted to shove him away, she was no good if she could not be in service to the Raines.

[7/27/2024, 10:23:37 PM] Captain Dief

{Game Time: Oct 26, 2023 00:04}

"One of ya that still got both hands, haul up that anchor! Let's get the hell outta here, while we can!"

[7/27/2024, 10:23:55 PM] Bellamie

{Game Time: Oct 26, 2023 00:04}

That wild, enraged look in her eye still blazes as she stares bitterly at the retreating ship, as if she was beyond herself and lost in bloodlust. She barely notices Beckent as she begins to patch up her shredded arm, barely sparing him a glance before turning her head to watch the ship limp further away.

[7/27/2024, 10:24:09 PM] Melio'rai

{Game Time: Oct 26, 2023 00:04}

"My hands are burnt Captain. I am of no use!"

[7/27/2024, 10:24:27 PM] Almark Raine

{Game Time: Oct 26, 2023 00:04}

Almark looks down at his left hand, which has several pieces of wood embedded between the knuckles. Pulling them out one at a time, he makes his way back to the bridge before wrapping the wounded hand.

[7/27/2024, 10:24:48 PM] Maxwell Rene

{Game Time: Oct 26, 2023 00:04}

"Huh, I actually did figure something out after all. That went *much* better than the last time I was in a fight."

[7/27/2024, 10:24:49 PM] Khalil

{Game Time: Oct 26, 2023 00:04}

"How bad is it?" He asks her, willing to take over, but then seeing the enemy ship fleeing.

[7/27/2024, 10:25:19 PM] Maxwell Rene

{Game Time: Oct 26, 2023 00:04}

Maxwell Rene helps with the anchor, seeing the state many of his companions are in.

[7/27/2024, 10:25:55 PM] Melio'rai

{Game Time: Oct 26, 2023 00:04}

Maren looks around and sees she fared well considering others on the ship. All of the sudden her hands are not so bad.

[7/27/2024, 10:26:25 PM] Captain Dief

{Game Time: Oct 26, 2023 00:04}

"Alright! Give us some sail! We got land, on the horizon!"

[7/27/2024, 10:27:06 PM] Khalil Valure

{Game Time: Oct 26, 2023 00:04}

Khalil moves over toward the anchor, seeing as he's close and Maren's hand is burned. "Aye captain." He calls out as he begins hauling the anchor up.

[7/27/2024, 10:27:21 PM] Beckent Dry

{Game Time: Oct 26, 2023 00:04}

Beckent takes a long swig from his flask as he finishes Bellamies wound, itll need stitching. "If no one else is capable, come find me, I can stitch this well enough to hold." He says to her, before looking at Nheua. He finishes her bandage and says, "same to you." He then moves away to help the others get the ship moving.

[7/27/2024, 10:28:12 PM] Nheua

{Game Time: Oct 26, 2023 00:04}

While sitting on the ground, Nheua winces in pain as she slowly manages to stand. Placing her palm over her bandaged wound, she applies pressure to help the blood begin to clot. A stare lingers on Beckent but still, not thanks is given. Instead she turns her attention to Bell, "Bell! ... It's alright..." she tries to ease her pent up aggression

[7/27/2024, 10:28:41 PM] Melio'rai

{Game Time: Oct 26, 2023 00:04}

Maren surveys the state of the ship. While damaged, at least we didn't lose our mast! It will get us where we need to go.

[7/27/2024, 10:31:02 PM] Duke Almark Raine

{Game Time: Oct 26, 2023 00:04}

As each party member recovers, the sails are restored by Beckent Dry. Khalil and Maxwell both successfully get the anchor hoisted up, and their fledgling ship, on its maiden voyage, finally gets back underway. Duke Raine finds somewhere to sit, breathing a low sigh of relief that every soul was accounted for, and the fearsome Kracken had retreated. As for Captain Dief ... he's immediately into his bottle. As Clifton comes into view, Captain Dief yells "Land ho!", signaling the end of the group's voyage. ((For anyone who does not intend to jump into the roleplay threads that cover Archibald and Lulliana's rescue from Clifton, your character would be given charter back up the river, on this same boat.))

[7/27/2024, 10:31:07 PM] Bellamie

{Game Time: Oct 26, 2023 00:04}

At his words and offer, she slowly turns toward Beckent, that fire banking. "Thanks, I will." She mutters, flexing her fingers and grimacing at the pain. Flicking her gaze at Nheua as if she suddenly remembered she was there, she eyes the Py'Rai up and down, sodden with salt water. "I'm glad they got you out. Almark too-" She suddenly turns her head, seeking her brother in the crowd.