

## Reavers on the Seas of Fate - Session Summary 02/13/2011

Our heroes have just finished a Lovecraftian adventure with Salvadora Beckett and are currently talking to Salvadora and Beltias Kreun in her office. We are:

- *Wogan*, the pistol-packin' celibate cleric of Gozreh (Patrick)
- *Tommy Blacktoes*, the staff-slingin' sneaky halfling rogue (Kevin)
- *Sindawe H'kilata Narr*, the fist-punchin' Mwangi monk (Chris)
- *Ref "Serpent" Jorensen*, the staff-bashin' Ulfen druid/ranger and his snake *Saluthra* (Paul)
- *Hatshepsut*, monk and high priestess of a lost civilization who doesn't savvy much Common and her cobra *Naja* (NPC)

### *Inside the God Squad*

Serpent, Wogan, and Tommy are in Salvadora Beckett's office, in the secret God Squad HQ within the military complex on Maskyr's Island. Beltias Kreun, known previously to us as the disguise-prone crime figure the Splithog Pauper, has just burst in with important news. He checks with Salvadora to see if we're allowed to hear it, and she nods to let him know we're OK.

"I just spoke to a contact in Roderic's Cove and I heard some interesting news. The pirate ship the *Teeth of Araska* put into port there, selling some kind of new metal. They were selling plaques embossed with glyphs, made of a gold-brass-pink looking alloy. A local sage identified it as possibly ancient Azlanti in origin. Captain Treeg was shopping them around. Apparently they got the plaques from the *Three Sheets*." Wogan recognizes this as the ship on board which the serpent man impersonating Elias Tammerhawk escaped Riddleport. "The *Teeth of Araska* came across the *Three Sheets* loading something from the dock out at Devil's Elbow. The *Teeth* attacked the *Three Sheets*, and the ship fled leaving some of their cargo on the dock." Devil's Elbow is a small abandoned island a day's sail due south of Riddleport.

## *Shopping!*

We all file this information away. We part with Salvadora soon after and head out to the markets to sell some stuff and buy some stuff. Tommy talks up the vendors pretty well and we end up getting more gold than we expected for our excess magic items and pilfered masterwork weapons. He then mutters something about “Silken Veil” and wanders off. We smile indulgently. Ah, the simple mind of a halfling, with nothing more to concern yourself with than pleasure. It must be nice.

Wogan stops by at his favorite gun shop where a stone-deaf crazy gnome sells him some custom poison gunpowder that produces a stinking cloud from his gun when he fires it.

## *Snakes In A Lodge*

Serpent wants some custom magic items, and heads over to the Cyphermage Lodge. The Cyphermages have been holed up in their lodge for days, hiding from lynch mobs convinced that they caused the tsunami. Serpent negotiates with guards for a bit, until the Cyphermage Lord Protector Thorgrim comes down. He waves Serpent past the guards. Serpent and Thorgrim continue into the front room; no activity seems to be going on here.

Thorgrim tells Serpent, “Mistress Bromathan has been wanting to talk to you.”

Thorgrim leads Serpent to her. She's moving into Tammerhawk's old digs. She answers the door and has Serpent come in and sit. Thorgrim comes in and stands behind Serpent. Fenella is studious but striking, with a pale skin, black hair, and glasses.

Fenella Bromathan starts, “Your name is Serpent, isn't it?”

“Ref Jorensen, actually. But they call me Serpent.”

“I remember seeing you at the Mystery of the Gate once.” Serpent nods. “Your group unmasked the impostor that was posing as Elias Tammerhawk.”

“Yes, that was us.”

“I want to assure you that the Cyphermages had no knowledge of that whole affair and we bear you no ill-will for what happened. Samaritha explained the situation to me. We're happy to be rid of him, of course, but Elias was a respected individual among the crime lords of Riddleport.”

Serpent says, “I heard he was the most powerful crime lord in Riddleport. But you know how rumors are.”

“He had his hands in a lot of things. But now people are blaming us for the disasters.”

“People always blame arcanists when disaster strikes. I'm not one of those superstitious sorts.”

Bromathan looks at Serpent appraisingly. “I'm hoping we'll be able to restore the standing of the Cyphermages in the people's eyes. What do you know about what Tammerhawk was doing?”

Serpent tells her, “I'd be happy to tell you what I know in exchange for you helping me to facilitate the creation of some custom magic items.”

“Sure. Most of our members are sitting around with idle hands anyway.”

Serpent tells her the whole story of Tammerhawk the serpent man and the portal into the shadow world he was opening, omitting only the information about vampire Tammerhawk and the fact that Samaritha is a serpentfolk.

Bromathan asks what magic items Serpent wants. Serpent wants the boot he got from the junk kicker goblins made into a whole pair of boots of striding and springing. “Another like this one!” he says, holding up the metal gewgaw-encrusted junk-kicking boot.

“Well, far be it from me to criticize someone else's sartorial choices.”

“What does ‘sartorial’ mean?” thinks Serpent to himself.

Bromathan asks, “Thorgrim, can you get Jean-Jacque and Festinius on this?”

To Serpent she says, “If you hear any more about these matters I hope you'll feel comfortable confiding in us.” Serpent assures her he will.

She abruptly asks, “You're Ulfen, are you not?”

Serpent had previously noticed that Fenella Bromathan has a very similar complexion to his own (unnaturally pale skin and black hair), and that she looks like how Serpent's father described his mother, whom he has never met. He had been trying to figure out how to broach this subject himself.

“Yes,” he says, “Although I don't have the typical Ulfen look. Have you travelled in the lands of the Linnorm Kings?”

“No, but I am of Ulfen descent myself. What brought you to these lands?”

“I'm not good at staying in one place for too long.”

“Did you grow up there?”

“Yes.”

“You'll have to tell me about it sometime. My family was Ulfen but we never went to the lands of the Linnorm Kings. We migrated south before I was born.”

Serpent says he would like that, and they part amicably.

Serpent goes to see Samaritha. Thorgrim escorts him most of the way before leaving him at her door.

Samaritha opens the door and her face lights up. She grabs Serpent around the neck. “Serpent!” she cries. She's dressed in adventuring gear, and appears to be in the midst of packing.

“Looks like you're taking a trip.” says Serpent, noting the obvious.

“Yes we're going on a mission.”

“The Cyphermages?”

“Twelve of us. That's all we can teleport there. We're going to Devil's Elbow. That's where they spotted the fake Tammerhawk.”

“Interesting. We haven't decided on our next move but you may see us there.”

“That's cool. But we won't be there long. We're just going to go see what Tammerhawk was up to and come back.”

“Did you hear about the strange metal?”

“Yes, it sounded similar to the glyph plaque that Tammerhawk was using at the light. These are larger though.”

Serpent smiles, “Well, bigger doesn't necessarily mean more powerful.”

She doesn't get it. “Oh, but it usually does,” she replies chirpily. “What've you been up to?”

Serpent tells her the story of the Lurker at the Threshold and the Rotgut Ripper and so on.

“That sounds perfectly horrid,” she says. “Are you all right?”

“Yeah, my snake got some nasty diseases from the Boneyard, but she's cured now.”

Serpent asks when they're leaving, and it seems they're not leaving until the next morning.

“Why, do you want to stay over?” Samaritha asks. Serpent grins.

Serpent and Samaritha practice “human” kissing. And other things.

### *Monks in a Bar*

Back at the Gold Goblin, Sindawe and Hatshepsut are done having sweaty athletic monk sex, and they get their clothes back on. They don't talk about it. Sindawe decides to go see Salvadora as well, and Hatshepsut follows stoically. Sindawe picks up some fancy chocolates to give Salvadora as a get-well gift.

She is working on setting up a mission to Devil's Island. She gives Sindawe a description of the island. It has two lighthouses, and an old abandoned settlement known as Witchlight. The settlement was abandoned some time ago because the island was haunted. The island is mostly surrounded by reefs and high cliffs, but is not inhabited by monsters for the most part. She has done some calculations and the *Three Sheets* could have only been there a day, or two at the most, when the *Teeth of Araska* hit her.

Sindawe goes around looking for a bag of holding that he can buy. He hears a rumor that a man named Blofeld has one. Blofeld currently resides in a cut-rate opium den and Sindawe goes there looking for him. Blofeld is suffering from a plague, and is looking to trade the bag for curative magics. He got the blood veil in Korvosa. Sindawe doesn't have any curative magic on him but he goes back to the Goblin and asks Wogan to help. In exchange for some free food and liquor tonight, Wogan agrees to go heal the man tomorrow after he prays for spells.

Sindawe, Hatshepsut, and Wogan go to the Dented Helm, a dwarven restaurant that is spoken of well in the city. The owner of the restaurant is a dwarven brewmaster named Garek, so the liquor is top notch. You can tell it's good because most of the patrons are dwarves.

Sindawe asks a couple dwarves, “So you got them gas mains under control?”

“Oh well, the other lads will have to take care of that. We're headed out tomorrow. A special mission for the Overlord.”

“Lucky dog.”

“I don't fancy being shipboard much.”

The dwarves begin arguing about how much sea travel sucks.

Sindawe asks, “So, you guys being sent to the Devil's Elbow?”

The dwarves immediately clam up and refuse to tell him anything further.

Sindawe recalls seeing the Riddleport navy rigging up one of their ships for travel when he went past. It was called the *All Due Restraint*. He figures that must be the ship the dwarves will be on tomorrow.

The three of them close down the bar and then wander down to the docks to take a look at the ships there. The docks are pretty trashed, and the pyres for the dead are still smoldering. The only boats in port are small coasters, fishing vessels mostly – a couple trading ships have come by since the tsunami but after taking one look at the disorder in port they kept right on going. They wander upriver to Maskyr's Island, and see what is apparently the one remaining seaworthy ship in Riddleport moored there. It looks like the *All Due Restraint* is setting up to take off at first light. The crew is a mix of human gendarmes and dwarves, and the ship appears to be commanded by a dwarf with a giant gray beard.

When the three get back to the Gold Goblin, Sindawe asks Durt to go out and find sailors incoming from Roderic's Cove and ask them what's going on over there. He then wakes up the cook Wendt and tells him Durt is going out on a mission for him. Wendt is belligerent as always but intimidated by Sindawe. Finally, we go to bed.

### *Dwarves On A Boat*

Serpent is awakened by the rhythmic sound of drums. He looks around the room sleepily but only sees Samaritha's sleeping naked form. The drumming seems to be coming from outside Samaritha's fourth floor window in the Cypher Lodge. Serpent takes a look out and sees the *All Due Restraint* coming down the river to the harbor. He is puzzled to see a Riddleport Navy ship full of dwarves under full sail. The dwarves on board seem to be drumming for some unknown reason. Serpent theorizes that it keeps the evil water spirits at bay.

Samaritha wakes up and comes over to look at the singular sight. Then she realizes she's late and quickly starts donning clothes. Serpent dons his hides and furs and, after a quick goodbye, heads back to the Gold Goblin.

Once we all arrive back at the Goblin, we compare notes and talk to Saul about the Devil's Elbow and what we've found out. We resolve to get to the island ourselves and out-loot everyone else. We're not sure how we can get a ship to get out there, but Saul will keep his ears open for us.

We go out to the opium den and Wogan cures Blofeld's hideous disfiguring disease. He retrieves his bag and takes us to a townhouse for let. A complicated transaction follows where Sindawe pays the deposit and then Blofeld empties out the bag, which was holding some nice-looking furniture, into his new place and sells the bag to Sindawe in exchange for 1500 gp worth of cash and jewels. We talk with him a while and determine he was in the “import/export” business back in Korvosa before fleeing with a shipful of refugees months ago to escape the plague and disorder there. Sindawe tells him it's nice doing business with him and we leave.

When we get back to the Goblin, Durt has come back. He and his friend Timothy have been talking to people from Roderic's Cove. Apparently Roderic's Cove was not hit badly by the tsunami, and most of the ships there were safe.

We debate whether to go to Roderic's Cove to get a ship there, but we eventually decide to take Wogan's *swan boat feather token* and get out there that way. Unfortunately he only has one token though, and we will not necessarily have a way back.

We go out shopping again to pick up camping gear and see if we can find a second swan boat token. We don't find one but we do find some cobras for sale and Hatshepsut buys one. She names it Naja.

Sindawe leads us to a nautical chart shop to look for some good charts for our trip to the Devil's Elbow. He negotiates a deal with the cartographer and takes the time to make sure the chart is usable. The maps come dear because two other parties have been in seeking the same thing; Serpent bribes the shop owner who identifies one of the other purchasers as one of Clegg Zincher's crew. Wogan also mentions the map we found to the wreck of the *Sandspider* last time we were out, and we hunt through charts until we find ones we think will lead us to the site, and buy those too.

## *Very Important Pirates*

Durt is looking for us when we get back to the Goblin. He tells us the *Black Bunyip* just appeared in port. It is a pirate ship captained by a notorious woman named Captain Baumann. We decide to go down to the docks to check it out. A large crowd has gathered to check out the ship. The crew of the ship have a swivel gun that they wave over the crowd to keep them in line. Captain Morgan Baumann comes storming down with her men. She is a very imposing woman, rather scary looking. Her first officer is an attractive elven man. We decide to follow the captain.

After we follow them for a bit, we realize they're going to the temple of the pirate goddess, Besmara. It is traditional for all pirate captains to visit the shrine immediately after coming into port. The pirate procession quickly gains a train of hopeful prostitutes and drug dealers (and us). The pirates go into the shrine (also known as the Fish Bowl) and come out in about ten minutes.

Sindawe approaches the captain. "I have some business to discuss when you've had a chance to relax. When do you think that might be?"

"Yar, do I look like a businessman to you?"

"No, you look like a business woman..."

Captain Baumann takes offense to his comment and pulls a pistol on him. "Step off!" She tells him. Sindawe complies.

"Well, boys, it looks like it's the swan for us tonight." Everyone thinks this sounds dirty.

The pirates scoot off into a pirate bar, the Goblin Snake. We go down to the docks and take one last longing gander at the *Black Bunyip*. It's still manned and heavily armed. We go gather our gear and go down to the water to get on our swan boat. Wogan looks nervously around for orcas. We have been followed by them on several occasions and have some suspicion that they may be agents of Mama Watanna.



## *Reavers On A Swan*

Serpent does the navigation with his knowledge of geography, along with the aid of Sindawe's expert knowledge of maps. The *swan boat* moves quite quickly (about 7 knots). An hour outside of Riddleport a pod of dolphins races along beside our boat. We travel through the night by the light of the full moon, navigating by the stars.

Sometime in the night Serpent notices a large shape break the surface slightly behind the boat. He alerts the others to snap them to attention. Wogan looks down into the water and sees that it is definitely an orca. Sindawe spots a second one. Wogan casts *light* so we can see better. The orcas swim straight for the boat. We're moving fast, but they are faster.

Wogan moves toward one of the orcas and shoots it with his poison blast gun, trying to nauseate it. The poison powder from his shot gets sucked straight into the orca's blowhole! The orca is seriously sickened and it drops back.

The second orca rams our boat and sinks its teeth into it, ripping a big chunk out. A third orca that we didn't see comes up and bites the boat.

Sindawe pierces the second orca with his electric ghost-killer spear once, then spears it a second time. Saluthra heads forward to bite the third one. Hatshepsut begins some sort of animal trance, attempting to entrance the second orca. Her trance seems to be working.

Just as we're thinking that we might have a handle on this, a fourth orca moves to attack the boat. The third orca bites Saluthra viciously, badly wounding the snake. After biting the snake, it dives beneath the surface of the water.

Serpent moves to bludgeon the fourth orca with his staff while Hatshepsut continues trancing the second one. Sindawe starts to move away from the entranced orca but Hatshepsut whispers, "Kill it!" so he attacks the entranced orca instead, hitting it again with his spear. Wogan summons a blast of lightning from the sky to hit the fourth orca.

Two of the orcas chew on our boat again, and Wogan spots a fifth orca coming toward the boat.

Serpent moves and slams the entranced orca, and Sindawe spears it again. Massive amounts of blood trail from it. Wogan calls another lightning bolt, and it finally finishes the creature off.

The fourth orca leaps out of the water and just barely misses Hatshepsut. Serpent slams it twice.

Sindawe runs up to the fifth orca and yells, “Well, come on, just take me, you bastard!” He spears it. Wogan lightning bolts again. Hatshepsut attacks the orca attacking her, and plucks the orca's eye out, killing it instantly.

One of the remaining whales attacks the boat while the other attacks Sindawe. He lets it hit him and voluntarily lets it pull him overboard.

Wogan calls lightning to hit the orca attacking the ship. Hatshepsut leaps onto the whale that took Sindawe. Serpent clubs the orca that is chewing on the ship, and Wogan lightning bolts it.

Hatshepsut continues to ride the whale. Sindawe yells at her from the orca's maw, “Leave me!”

In Aklo, she calls, “Comrades never give up!”

“Yes, they do!” replies Sindawe.

Serpent continues to club the orca attacking the boat and manages to knock it out. It slips below the surface.

At this point we have taken out all the orcas attacking the ship, but Sindawe and Hatshepsut are pulled below the dark waters and disappear from sight.

Wogan, Serpent, Saluthra, and Tommy are still on the boat, but the boat seems to be sinking. Wogan thinks he can keep it floating for about an hour, but we're still four hours away from the island we're going to. Serpent remembers a small speck on the map that might have been an island, and they head toward it. The boat ends up sinking before they can reach the island and they have to swim the rest of the way. Luckily they have several magic tricks to help, and manage to make it to the tiny one-tree island.

### *Does This Count As A Three-Way, Or...*

In the meantime, Hatshepsut and Sindawe have been dragged deep under the ocean. Hatshepsut flails away at the orca's thick hide as their breath runs out. Sindawe

sees a bright light and Mama Watanna appears to him, long hair flowing in the water and snakes entwining around her body. Suddenly, he can breathe again. The orca releases him and circles.

“Sindawe, you've been a bad boy,” she scolds him.

“No I haven't, and anyway why is your ocean animal the orca. Why not the snake?”

“Why did you cheat on me?” Mama Watanna insists. “Mama told you to be faithful to her!”

Sindawe tries a brazen lie. “I didn't cheat on you! I thought you placed her in my path to make me happy. She is of the snake as well. I was still being loyal to you!”

Sindawe doesn't see Hatshepsut anywhere around and realizes that Mama Watanna has taken over Hatshepsut's body.

“So why do you punish me and my friends?” Sindawe demands.

“I thought you had abandoned Mama Watanna.” The goddess pouts.

Sindawe decides to show her how much he is still devoted to her, and makes love to her under the waves while his party sits on a tiny deserted island somewhere.

The orca circles.