

Reavers on the Seas of Fate - Session Summary 04/04/2010

Our heroes have just finished off the Staufen family and looted their manor, and are now on loot-laden longboats headed back to the pirate ship the *Wandering Dagger*.

Our heroes are:

- Wogan, the pistol-packin' celibate cleric of Gozreh (Patrick)
- Tommy Blacktoes, the staff-slingin' sneaky halfling rogue (Kevin, sadly absent)
- Sindawe H'kilata Narr, the fist-punchin' Mwangi monk (Chris)
- Ref "Serpent" Jorensen, the staff-bashin' Ulfen druid/ranger and his snake Saluthra (Paul)

What's Another Name For Pirate Treasure?

Jacquin Throatcutter, the coxswain of the *Wandering Dagger*, supervises the unloading of the giant pumpkin from the loot boats. Plumes of smoke rise from the island behind the party. The weather is clear and there is a moderate wind.

Before the *Wandering Dagger* gets fully underway, the heroes spot a sail coming towards the ship. They begin to shout and *Sindawe* climbs the rigging towards the crow's nest. He sees a full-rigged three-masted square-sailed ship. He believes it to be a carrack.

Captain Clap yells, "Stow the loot and unfurl the sails!" The other characters help stow the loot as fast as possible. The party notes that there are more pirates aboard the ship than there were previously, about 40 men. The other ship continues to come closer and everyone sees a puff of smoke from the bow of the other ship.

Sindawe calls out, "They're firing cannon! It looks like a Chelish navy flag!"

Captain Clap yells, "Arrr, get this ship underway now!"

And we enter naval combat.

Running from the Law!

The *Wandering Dagger* is a 60-foot redonda-rigged caravel with 2 masts. It has 3 culverins per side and 2 swivel guns. The Chelish ship is an 80-foot full-rigged carrack with 4 cannon per side and a chase gun. The wind is blowing from the Chelish ship's back which gives them an advantage, and the *Wandering Dagger* is starting from rest.

The Chelish ship fires another test shot, and the sound of ominous drumming can be heard over the water. The Chelish ship gains on the *Dagger* with frightening speed, quickly coming to medium cannon range. It is at this point that the characters recognize the Chelish ship. It is the *Raptor*, captained by *Captain Vix Charlo*. The party has fought alongside the *Raptor* in the past, but now they fight against it (see **Session Summary 3**). The *Raptor* maneuvers to bring its chase gun to bear, but the *Dagger's* crew, inspired by enlightened self interest, manages to maneuver so that the *Raptor* gets no shot.

Wogan cries out, "I'll throw up a smoke screen!" he advances to the rear of the ship and pops the cork on the *eversmoking bottle* he looted from Staufen Manor. A fifty-foot diameter cloud of smoke issues forth from the bottle, screening the *Dagger* from the *Raptor's* cannons.

Sindawe tells the captain, "We should get into close engagement with them. They have the advantage at range."

The captain replies, "Duly noted. Men, keep running!"

The *Dagger* is continuing to accelerate, and manages to pull ahead, increasing the distance to long range. The *Raptor* shoots its chase gun into the smoke cloud. A raven lands on the crow's nest next to Sindawe. It happens to be the same raven that *Serpent* met briefly on Staufendorf island (last session, in **Session Summary 13**).

The *Raptor* finally maneuvers into position and manages to score a hit on the *Dagger* despite the smoke. The *Dagger* is hit in the rigging and the cannonball continues on to cause a big hole in the port deck. Sindawe grabs some sailors and runs over to mend the sails. He manages to put the sails back in working order quickly.

Serpent feels his druid sense tingling and looks up. He sees the raven flying away from the crow's nest, but he also sees that the crow's nest has been set on fire.

Serpent yells “Fire!” and scales half-way up the mast to begin casting *create water* to rain down 4 gallons of water per round on the fire. Several rounds later, the fire is out but some damage has been done to the rigging.

The *Raptor* begins to close again on the *Dagger*. Sindawe begins replacing the burned sails.

The *Raptor* fires again but this time the chase gun misfires. The *Raptor* closes to short range, but the *Dagger* manages to pull back to Medium.

Serpent keeps looking out for the mysterious raven. He spots the raven again; it lands on a spar near him and cocks its head at him. Serpent casts *detect magic* and stares at the bird for several rounds. He determines that the raven has a faint magical aura but can't determine what kind of aura. He goes back to helping sail the ship but he tries to keep a watch on the raven.

Some rounds later Serpent notices the raven sitting by their pirate buddy *Thalios Dondrel, son of Mordekai*, staring at him. Thalios Dondrel attempts to shoo the bird off while manning his swivel-gun. Serpent finally gets sick of this suspicious raven and gets out his bow. He takes a shot at the raven but the arrow gets whipped away by the strong wind. He takes a second shot and misses again, and the raven flies off.

In the meantime, the *Dagger* pulls out of cannon range from the *Raptor*. Soon the *Raptor* is out of sight and Wogan puts the stopper back in the *eversmoking bottle*.

Taking Stock

Serpent begins searching the ship to make sure the raven is still not aboard, enlisting random sailors along the way. He tells them about the magic bird and soon everyone is searching.

“I'm pretty sure some imps can turn into birds...” says Serpent, “And maybe rats too. Grab all the rats you can find!” Serpent tries to *detect magic* on the ship's rats but finds nothing.

After everyone gets tired of chasing rats and looking for magical birds, the quartermaster *Blacktop Bill* gets everyone to help finish stowing the loot. He goes around shaking down all the crew to make sure none of them are concealing any treasure. The PCs begrudgingly yield various items pocketed during the looting of Staufen Manor.

Among the loot the characters notice a few books which they check out. *Riddleport: A History* contains background history of Riddleport and looks like it might be interesting. A book called *The Black Seven* contains a bunch of strange rituals and incantations for changing people into weird sin-embodying freaks. The Captain demands that the book be thrown overboard and the characters comply.

In *Father Bergen's* things they find the letter from *Clegg Zincher* offering to sell the devil mirror to Father Bergen (the PCs happened upon this transaction back in **Session Summary 6**).

In the books and papers Wogan finds a Chelish high society newsletter. Among many pointless fripperies he finds a notice that has information about his sister moving to Nidal with her husband. He is glad to know she is still alive and living the dizzy life of the pointless rich.

As they continue to examine the greasy loot, Thalios Dondrel tells how he went down into the wine cellar of the manor and saw a bunch of corpses that had been skinned and lacquered. Some of the heroes speculate on which of the twisted Staufen siblings might have been responsible for this atrocity.

The Dagger's master gunner *Crazy Jake* whines to everyone who will listen about being depressed that he never got to fire a shot in the naval battle.

Captain Clap grabs one of the papers from the treasure and jumps up excitedly. "We're setting a new course!"

Wogan asks, "We're not going to Riddleport?"

"Nay. We've an appointment to keep!"

"A fat merchant vessel to attack?"

"Aye."

Serpent plots a course and helps get the ship to the location the captain indicates. It is afternoon by the time the ship gets there.

Piracy on the High Seas

The captain has the Wandering Dagger's pirate flag taken down and runs up a Chelaxian flag. Sindawe spots the merchant ship from the crow's nest. The captain attempts to maneuver upwind of it. Serpent uses his knowledge of the weather to help

maneuver and quickly the *Dagger* gets the drop on the merchant ship. The characters notice with concern that there are 10 gun ports on the side of the ship. The ship is an 80 foot long merchantman with four masts and bears the name “*Clara's Prayer*.”

The captain orders Crazy Jake to fire a warning shot at the *Clara's Prayer* from long range and has the PCs run up their colors, a wolf’s head on a black field. *Clara's Prayer* begins to run and the *Wandering Dagger* pursues.

“Arrr, they're running for it!” the captain screams. “Get me that ship!” Inspired, the *Dagger* quickly closes to short range. Crazy Jake and his crew fire the swivel guns, hitting the *Prayer* once. The *Prayer* strikes its colors to signal its surrender and the *Wandering Dagger* pulls aside.

The quarterdeck of the *Dagger* is filled with pirates waving daggers and grappling hooks. Sindawe runs up to the crow's nest to look down on the *Prayer's* decks. As the *Dagger* pulls alongside there's lots of yelling and grappling and the pirates pull the ships together with ropes. Serpent and Thalios Dondrel run onto the captured ship with the first wave of pirates. Captain Clap comes on board to accept the surrender of *Captain Garcius Margenn*. Captain Clap seems to know him.

“So what do you have for me today captain? Check the hold.” The pirates go scampering down.

The characters notice that the gunports on the side of the ship are fake. The pirates take stock of what the merchant has. Many tons of stone, smoked meat, pickled vegetables, two big wardrobes full of Chelaxian finery, and a ton of alchemical supplies. It seems this ship is the regular supply ship for Staufendorf Island.

The captain yells to the crew, “Loot what you can carry, boys! We're putting this ship into the catch and release program!” Captain Clap apparently knows about the ship’s fake gun ports, and likes the idea of a merchantman out there that scares off other predators but is his for the taking. The PCs rush to the captain's cabin. Searching the cabin they find a magic wand made of bone. It turns out to be a wand of cure light wounds with 20 charges.

“A pleasure doing business with you! Ahah HA HA HA!”

Back to Riddleport and the Wild Rumpus!

The *Dagger* sets sail again. The *Dagger* ends up playing hide and seek with the Chelish navy all the way back to Riddleport's waters. The pirates all yell “Arrrrr!!!” as Riddleport comes into view.

When the ship gets back to port the pirates begin to divide the spoils. The officers (and the PCs) dice for the order in which they get to pick shares. The captain takes the *eversmoking bottle*. Serpent grabs the *wand of cure light* and takes an additional 450 gp. Wogan takes the Riddleport history book and 720 gp. Sindawe takes potions of *detect poison* and *mount*, the Bronze Apple inn sign, the giant pumpkin, and the masterwork quarterstaff, and 305 gp worth of finery (worth twice as much at the House of the Silken Veil, the local Calistrian temple of prostitution). *Tommy Blacktoes* takes some finery and some cash.

Sindawe tells the crew, “The giant pumpkin can be seen at the Gold Goblin. Every one of the crew gets one free drink at the Gold Goblin Bar!” The pirates get ready to sack the taverns and brothels of Riddleport.

Captain Clap says, “You know the rules. First, with me!” He leads the entire crew straight to the Fishbowl, the temple to the Pirate goddess, Besmara. Each pirate files by the main well, throwing one gold piece in each.

Sindawe asks Wogan, “Is your god a jealous god? Will Gozreh care if you donate a gold piece to another goddess?”

Wogan shrugs, “I don't think so. Honestly, I don't know. I never studied religion.”

Serpent adds, “You might at least learn enough to make sure about that rule about celibacy. It would suck if it turned out that wasn't a real thing.”

Wogan shrugs again, “It was in the pamphlet I got when I became a cleric.”

After their offering, the crew is dismissed. Most of the pirates soon join the heroes at the Gold Goblin. A raucous time is had by all. The heroes check in on some of the Gold Goblin staff. *Marzielle Ajuela* has settled into her role as floor manager (After the death of the previous manager, *Larur Feldin*, in **Session Summary 9**). *Lixy Parmenter* hasn't managed to escape in the character's absence (after her last attempt in **Session Summary 10**). **Saul Vancaskerkin** is still running the Gold Goblin with his usual oily charm. Sindawe puts the giant pumpkin on prominent display in the middle of the casino

floor and assigns *Old Scratch* to watch over it and make sure no pirates try to mate with it.

At some point Saul sends the bouncer *Beyar* to go get the party. When they get to Saul's office Captain Clap is also there. The Captain tells Saul that the heroes did a fine job, and there will always be a berth for them on the *Wandering Dagger* should the heroes want it. Saul thanks Captain Clap and tells him that Marzielle will get him some of the "special reserve." Saul seems only a little miffed at Clap's attempt to steal the party away.

Saul tells the heroes that things have been going well in their absence. The business has been profitable even though *Samaritha Beldusk* (the former hostess and love interest of Serpent) left when she got an invite to join the Cyphermites.

The pirates spend a week in port celebrating and partying. Wherever the heroes go they get treated like the rock stars of Riddleport. If anyone dares to give them trouble the pirates beat them senseless, and the gendarmes don't seem to care.

At the Lodge

Serpent goes to the Cypherlodge to see Samaritha, and the other heroes accompany him. Samaritha is happy to see Serpent and greets him with a hug and a squeal. They trade stories for a while. He tells her about piracy and the excesses of the insane Staufen family and she tells him about every detail of the Cypherlodge.

Sindawe asks Samaritha about some of the things he had asked her to research. He had previously asked her to research the history of the head of *Dungo* (the ghoulish head that serves as the ghoul's wheel at the Gold Goblin) but Samaritha had not found anything solid. He had also asked her about the dreamspiders and ettercap he found in a basement in town (see **Session Summary 9**). Dreamspiders are a type of large spider that spins narcotic substances into its web. The spiders are quite valuable as their webs can be made into an addictive drug called shiver. Ettercaps are monstrous creatures that resemble man-sized purple humanoids with the heads of spiders. Ettercaps have an empathy with and ability to control spiders. Sindawe figures that basement must be part of a drug-manufacturing operation set up by one of the local crimelords, and he hatches a plan to take over the dreamspider basement and reap the rewards.

At this point Thalios Dondrel wanders up, having followed the other characters up to the Cypherlodge. Thalios is heading to the Calistrean temple/brothel and most of the heroes go with him, but Serpent stays behind to talk to Samaritha some more.

As they leave the neighborhood, the heroes pass *Fenella Bromathan*, the Cyphermage who had given a lecture that the heroes attended (see **Session Summary 7**). When they get to the brothel, Thalios urges Sindawe to “double up on a tiefling” prostitute and they hire *Lavender Lil*. She manages to squeeze them in while her erstwhile boyfriend Tommy Blacktoes is resting. It’s worth every copper, and Sindawe has to go take a nap afterwards to recover.

What Happened to Ox?

At some point the heroes realize that they had left Ox on the *Wandering Dagger* when they went to Staufen Island but he wasn't on the ship when they returned. They ask some of the pirates and it seems that he got off the ship when the *Wandering Dagger* stopped to pick up more crew in Korvosa. No one knows why he didn't come back.

When everyone returns to the Gold Goblin, *Iesha* (Ox's mentally-unstable girlfriend) comes storming up demanding to know where Ox is. Sindawe tries to calm her but this just makes her furious. She screams a series of increasingly demented accusations at him before finally storming off.

Life Goes On

The heroes gradually start to fall back into the rhythm of life at the Gold Goblin. *Wendt* (the former ship's cook of the *Sea Maiden* – see **Session Summary 1** - and now cook at the Goblin) has been experimenting with using actual spices in his food. The heroes rejoice until they find out the food is still bad, now just bad and spicy. This is actually still an improvement though. Sindawe has *Durt* (former cabin boy of the *Sea Maiden* and now weapon-checker at the Goblin) lacquer the enormous pumpkin to try to keep it from going bad.

It seems Saul is planning to expand the Gold Goblin, business has been so good. The heroes wonder where their share of this good fortune is. Sindawe goes to Saul and shares his plan to set up a dreamspider harvesting operation.

Saul is surprised, “I didn't know there were any dreamspider operations in Riddleport. I agree that this plan sounds interesting. If we can take the spiders we can set up our own harvesting operation down in the sub-basement of the Goblin. If anyone asks, we say we went far to the south and found our own dreamspiders. By complete coincidence, the same week something happened to a competitor's spiders!” Saul calls *Bojask* in (Bojask is Saul's bodyguard / animal wrangler / drunk) and asks him to help out with the spider operation.

Bojask smiles. “Sure boss, I can milk anything with nipples!” On the way out of Saul's office Sindawe has a short conversation with Bojask where he makes a number of crude comments that indicate that while he is watching Lixy Parmenter and making sure she doesn't leave the Gold Goblin he is sexually abusing her as well. Sindawe makes no comment in reply.

Stealing the Spiders

Tommy Blacktoes stakes out the building where Sindawe knows the dreamspiders were being kept. In the meantime Sindawe sees if he can figure out who owns the building. He goes to the Riddleport Office of Public Records. There he deals with a surly clerk, and ends up bribing him with a respectable amount of gold. It seems the building is owned by a slumlord named Munroe, but Munroe probably works for one of the real crimelords.

Thalios Dondrel also gets brought in on this project, and seems quite willing to run into a spider and monster-infested basement for no reward. Serpent wracks his brain for knowledge about dreamspiders and comes to the conclusion that a fruit called hedge apples repel dream spiders. He goes to the market and manages to buy a bunch of hedge apples for the party to carry; they make crude necklaces from twine and hedge apples.

The heroes start by barricading the basement window that Sindawe had previously used to get into the basement and then enter the building and approach the

door to the basement. The door is locked and Serpent tries to bust through it but it is incredibly strong. The party grabs a bench and breaks down the door together.

The basement is filled with webs and dreamspiders and a big purple spider-guy whose crotch is covered with a nest of spiders. Some of the webs are weirdly shimmery. There are jars laying around full of big juicy jumbo flies, and one huge horse-sized fly corpse that has been partially eaten. The ettercap chitters and the dreamspiders begin moving towards the characters.

Two of the spiders smell the hedge apples and refuse to approach, but one skitters up and bites Wogan. Sindawe strikes the spider that attacked Wogan, knocking it out.

Thalios and Serpent run up to the ettercap and begin to attack it. As they travel across the room they brush up against the drug-laced webs and begin to be affected by the hallucinogen. Wogan fires with his blunderbuss right between Thalios and Serpent but misses. The ettercap chitters angrily and steps back and snips a web tendril, triggering a deadfall. The deadfall gets deflected from Serpent by his magic ring, but Thalios gets hit full force and trapped under the deadfall.

Sindawe runs up and punches the ettercap once in its mandibles, stunning it. Serpent and Saluthra advance and strike the ettercap with fang and staff, but Saluthra gets stabbed for an immense wound by a spear trap and Serpent is caught by a spider-silk noose trap. Wogan summons a spiritual trident to strike at the ettercap and Sindawe steps behind it to finish it off with a quick neck-snap.

Thalios clambers out of the deadfall and Serpent snaps the spider-silk noose easily.

Bojask brings down the cages and begins wrangling the spiders. Serpent helps, but almost gets bitten by a spider. The characters look around the building but find no valuable items to loot other than the spiders. They take off with their three dreamspiders and put them in the animal cages in the basement of the Gold Goblin.

The Wrap

After a week of partying in port, the *Wandering Dagger* is ready to take off again. They have one last party before they go. Thalios Dondrel seems to have an eye for Marzielle and Sindawe introduces them, and they seem to hit it off.

The next day, the heroes go to see the *Wandering Dagger* off.

Captain Clap once again says, “Remember, if you boys are ever looking for a berth, look no further than the *Wandering Dagger*!”

Just before he boards, Thalios Dondrel presses his luck and gets slapped by Marzielle. Wogan blesses the *Wandering Dagger* in the name of Gozreh.

As soon as the *Dagger* sails away, the characters turn to discover a group of goons waiting for them. “Mr. Slyeg wants to talk to you.”