

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 5/20/2012

### TODAY'S EPISODE: ISLAND TOUR

Our heroes' pirate ship, the *Teeth of Araska*, is leaving Firewatch Island (located on the edge of the Azlanti Islands) in search of Captain Baumann and her ship the Black Bunyip. The heroes are:

- ♣ Captain Sindawe H'kilata Narr, the fist-punchin' Mwangi monk (Chris).
- ♣ First Mate Ref "Serpent" Jorensen, the staff-bashin' Ulfen druid/ranger and his snake Saluthra (Paul).
- ♣ Gunnery Mate Wogan, the pistol-packin' celibate cleric of Gozreh (Patrick).
- ♣ Hatshepsut, monk and high priestess of a lost civilization who doesn't savvy much Common and her cobra Naja.
- ♣ Samaritha, the wand-blastin' serpentfolk wizard in the guise of a pretty half-elf, and now Serpent's wife!
- ♣ Bosun Tommy Blacktoes, the staff-slingin' sneaky halfling rogue (was Kevin, now an NPC).
- ♣ Lavender Lil, a buxom tiefling ex-prostitute, and Tommy's girlfriend.
- ♣ With them are the pirates of the *Teeth of Araska*, some 20+ souls consisting of:
  - ♣ Survivors from the ship's previous pirate crew
  - ♣ Ex-slaves escaped from their Chelish owner (Martino Marcellano) and recruited from their castaway island home
  - ♣ Various other recruits, some willing, some not.
  - ♣ Daphne, a female sorcerer kidnapped from the coastal town Hollobrae and dominated by Samaritha into compliance and friendly spell casting.

### *THE PIRATES NOW HAVE A TRACKING SPELL*

Previously, Janore, one of the few surviving members of the Gozreh hermitage on Fire Watch Island, taught Wogan the *Track Ship* spell. The spell allows the caster to locate a specific ship assuming the caster has a bit of its hull. And we do, against thanks to Janore. The hermitage

makes a habit of collecting bits of hull from ships that stop over at their island... just in case. Our heroes are after Captain Morgan Baumann's *Black Bunyip*. The vessel and its captain are worth a rich reward to the Overlord of Riddleport.

Wogan casts the spell. The *Black Bunyip* is only a hundred miles away inside the Stacks of Azlant. The pirates don't have a decent map of the region, but they do understand that a straight line will not be possible. "The Stacks" is named after the land features jutting up from the ocean, often to great heights. And there are land masses just below the surface. All of this makes the area a navigation nightmare.

The *Teeth of Araska* sails into the Stacks. Extra crewmen are assigned to look-out duty. Serpent aids the navigation by applying his Geography skill. Meanwhile the rest of the crew works to repair the rigging damaged by the anti-zombie storm from several nights earlier. (Yes, in Pathfinder you get to use the phrase "anti-zombie storm"!)

### *Hazards in the Stacks*

Ex-slave Pirro spots a mist that lays astride the ship's course. Sindawe asks no one in particular, "Can we go around it? There's bound to be a monster or rocks in there." Serpent declares, "We have to go thru there. It's the best and fastest way to Captain Baumann." And Wogan adds, "Yup, that way lies the *Black Bunyip*." Captain Sindawe orders the sails and anchor dropped. After going down a list of possible solutions the pirate officers settle on Daphne casting Fly on Serpent so he can recon the region.

Serpent flies over the low hanging mist which is roughly the size of several football fields; he doesn't spot anything but does find out that the mist carries an awful stench (Fort Save 14). He manages to hold his gorge down. He doubles back looking for monsters (and rocks) in the water.

He finds none, yet something below the surface hits him with acid. He fails to see what and flies back to tell the crew.

At this point the players enter a discussion about archaic forms for measurement:

Paul asks Ernest the GM, "How long is the fog area?"

Ernest replies, "About the size of a football field."

Paul stares blankly at Ernest, "That doesn't help me; I don't watch football."

Patrick helpfully explains, "Its 100 yards."

Paul still seems dubious so Ernest tries a different example, "OK, it is the size of two dance clubs." From the other end of the table, one of the players says, "Oh, it is the size of a Turkish prison!" A fit of coughing hits Ernest who finally gasps, "*Tootsie Roll Down the Wrong Hole*." Everyone laughs.

After a brief break, we return to the game.

Wogan offers his Fan Feather Token to blow away the mist and then propel the ship thru the region. Sindawe shouts orders: axes from the Ulfen "axe barrels" are passed out (best thing for chopping at tentacles and plant life), the cannons are loaded, and everyone is put on full alert. Amazingly, the plan works. Wogan activates the Token. The mist is blow completely away revealing an area clear of hazards. The *Teeth of Araska* sails quickly thru. Everyone breathes a sigh of relief. And a very short time later Ori (ship's cook) starts screaming. Serpent and Sindawe rush to the galley to investigate while Wogan stays on deck. Wogan shouts, "Everyone stay at your posts and keep alert."

The officers find a cursing, sizzling Ori, covered in acidic burns. The galley has also been liberally sprayed with acid and sea water. Ori doesn't know what happened; one moment he's

cooking and the next he's burning. Sindawe forces a Cure Light Wounds potion down Ori then sends him up on deck. Meanwhile Serpent looks around and then guesses, "Something is changing water into acid... I guess. We better check our fresh water supply." The pair quickly locate the water barrels. Sindawe keeps an eye out while Serpent pries the first lid off, revealing only water. A distorted face appears in the water. Serpent looks more closely trying to identify the creature (a sexy nymph, or a not sexy other creature?). The creature narrows the possibilities down by spitting acid into Serpent's face. NOT SEXY other creature confirmed! It leaps clear of the barrel and flies out on to the upper deck, laughing like a villain out of a ero-guro film. Definitely not sexy.

En route it passes Gareb who screams his head off in surprise and thereby locates the creature for the crew. Serpent quickly closes with the creature and pounds it with his staff. Wogan shoots and connects, then watches in horror as his shot passes harmlessly thru the creature to hit the crow's nest. A voice shouts down from the crow's nest, "Friendly!"

The creature giggles manically, takes one last buzz across the deck, and plunges into the ocean. Stoke shoots off a cannon that is pointed nowhere near the escaping creature. Wogan stares daggers at the man.

Serpent, face still burning, asks, "What was that thing?"

Samaritha answers, "A mephit. I think it will leave us alone. Unless it finds us entertaining, in which case it will plague us until we die."

Serpent replies, "Swell."

### *DINNER FLIES BY*

Several minutes later a large flock of birds (the pirates hope it is just birds) darkens the entire sky. Sindawe takes a closer look via spyglass; it is a flock of geese. Wogan offers to shoot down one for supper. Sindawe asks, "You know hitting it is just half the work? If the body misses

the deck someone has to go get it." Wogan nods and says, "Not a problem." Sindawe declares, "I'm taking bets. I don't think Wogan can hit a bird and drop it to the deck." Big Mike takes that action. Wogan's shot brings down a goose, but it hits the water some 60' away. On his own initiative Tanned Hank jumps overboard and retrieves the goose. That night Wogan, Big Mike and Tanned Hank dine on roast goose.

### *VENGEFUL Stabbing*

The next day is relatively uneventful. Former Chelish Navy captain Mace Venjum and former crimelord lieutenant Bojask are invited to dine with the ship's officers. The meal is going well: Bojask has only used the term "bleeders" once and no one has threatened to kill Mace (everyone seems to hate the Chelish!) even in a good natured sort of way.

Mace has trouble eating despite his prosthetic thumbs. Bojask chortles about elf booty, then begins coughing (Fort save +6 is a 12). His coughing continues (another Fort save at +6 for 24). His coughing subsides enough for him to say, "Urm... something went down the wrong pipe." Tommy offers, "Let me get you a glass of wine." He leaves the table, pours a glass of wine, then stabs Bojask in small of the back with his saber. Bojask dies immediately, slumping face first across the table.

"What the hell was that for!?" demands Sindawe.

Tommy announces, "I've been thinking about having this conversation with you guys. I'm against slavery. I don't like this deal where Bojask's keeping an elf slave in the brig."

Serpent speaks up and adds, "I don't like it either."

Wogan, "I agree."

Sindawe to Mace, "Let that be a lesson to you." Then to Tommy, "What the what?"

Mace very slowly scoots away from Tommy. Lavender Lil looks at Tommy with an expression of "that's my man!" and continues her meal.

Serpent asks, "You hate slavers? Didn't you and Lil buy a slave?"

"No. That's different; we just bought her to keep her out of the hands of the crew. We're going to let her go when we get a chance."

"But you're forcing her to have sex," complains Wogan. "I hear it through the wall between our cabins."

"More like... talked her into it. Elves are very sensual creatures, you know."

Serpent says, "But 'gently' talking her into sex after buying her is still rape. And a lot of our crew are rapists. That's bad too, right?"

"I don't have problem with a little rape on a raid or whatnot. It is what pirates do. Bojask was being unreasonable, though."

Serpent doesn't buy this. "I'm pretty sure you're just making an excuse."

"Nope. Bojask was keeping Nariel in a cell, raping and beating her, and was going to sell her when we got back to Riddleport. By comparison Lil and I are going to let Natulcien go free when we get back, and besides necessarily keeping her captive aren't forcing her to do anything she doesn't want to. Slaver, not slaver. See?"

Sindawe: "Natulcien? Nariel?"

Wogan explains: "They're the lady elf slaves."

Serpent, continuing with the main topic, says, "Yeah, that still doesn't agree with your own actions when it comes to slaves."

Sindawe asks, "Did you get tired of him raping Natulcien? The slow loss of your soul for letting it happen?"

Tommy: "Nope. I HATE SLAVERS. Bojask = slaver."

The discussion continues in this vein for awhile. Mostly Tommy's friends want to understand Tommy's motivation so they can avoid halving sneak attacks. Unlike Bojask. This effort fails; Tommy claims the moral high ground while denying he is anything like the man he just killed.

Wogan is the first to give up the conversation. He loots Bojask of his valuables: +1 Battleaxe, +1 hand-axe, +2 chain shirt, throwing axes (mundane, 4), Bull's Strength potion, Cure Moderate Wounds potion, and +2 Ring of Protection. This trip just got a tad bit more profitable. Serpent quickly documents the loot, then hides it away.

Sindawe says, "We can't tell the crew that Tommy just offed Bojask. It sends the wrong message."

Wogan laughs, "He fell on his axe?"

Serpent, "His slave killed him?"

Sindawe, "I like that one, but Pirate Law demands that we kill her in turn."

Serpent, sneaking a glance at his wife, replies, "Yeah, that doesn't seem fair to his slave."

Mace whispers, "...Monsters?"

Sindawe, "Yes! Good idea! Bojask was on watch and a monster got him! Dragged him away, kit and all, to be devoured in the deep! Tommy, you're in charge of chopping him up and throwing him overboard; wait for just before the Dog Watch. Mace... keep your mouth shut about this."

## AFTER DINNER AFTER MURDER CONVERSATION

Sindawe announces, "Well, we have some time to kill until the Dog Watch. There are some items we need to discuss." He looks at Mace. "Dismissed."

Sindawe waits until Mace has left, then looks at Tommy. "Why is your patron on board my ship? Why is your patron starting fires and otherwise playing spooky-spooky with my crew?"

Tommy stares back in confusion for awhile, then understanding lights his face. His patron (also Lil's patron) is the succubus, Seyanna. Minor yet strange episodes have spooked the ship's crew after it left the Chelish coast and headed toward the Azlanti Islands. Sindawe has decide to blame the demoness. Typical. Tommy replies, "That weren't her, captain."

Sindawe, "That wasn't her as the 'extra voice' from your cabin? That wasn't her conversing in elvish late at night?"

Tommy shrugs, "She has visited a couple times, but never left the cabin. No reason to start fires."

Sindawe, "She isn't draining my crew with sexcapades?"

Tommy, "Nope. I mean not if they're not interested."

Sindawe nods, understanding that nothing has been resolved.

Wogan, "What are we going to do about Bojask's slave?"

Tommy says, "I'll buy her."

Sindawe says, "Wogan, would you rehabilitate her?"

Wogan shakes his head no. Samaritha volunteers. It is settled: Samaritha gets to rehabilitate Nariel who will stay in the storage room behind Tommy's cabin to avoid undue jealousy on the part of the crew. And Tommy and Lil get to continue their sexcapades with Seyanna the succubus, who is apparently too lazy to find a new food source closer to home. Lady demons are notoriously lazy.

Sindawe asks Tommy, "Any news from home?"

Tommy replies, "Not really. Madam Pamodae still has it in for us."

Wogan counters, "You mean she has it in for you."

Tommy shrugs, "Yeah, well, mainly Lil and I, but really she hates us all. We killed her best friend in the world." Wogan stares blankly until Tommy reminds him, "Captain Elreth Treeg.



We killed him when we captured the *Teeth of Araska*. He and Madam Pamodae had an alliance or some such thing. He was a bard, so they might have been more than business partners."

Serpent adds, "Yes, I remember Captain Treeg. He had a stringed instrument in his hands when we killed him."

Discussion turns to capturing the *Black Bunyip*. The plan is very simple: kill Captain Baumann, capture her ship, and offer a cash bounty per *Black Bunyip* crewmen taken alive. Ships the size of the *Black Bunyip* and *Teeth of Araska* require 24 or so crew for optimal operation. Anything less makes the ship vulnerable during storms (and piracy). The *Araska* has only 27 to 28 crew.

Tommy adds, "I want Baumann alive for interrogation; I want to know more about the Black Shark cult before we kill her."

Sindawe nods and says, "Someone make a note to take her head. We might need to talk to the dead at a later date. And we might as well keep Bojask's head for the 'dwarf corpse barrel' too." Serpent pulls out a thick knife and begins hacking at the deceased man's neck.

Wogan uncharacteristically continues planning, "We should search for stowaways tomorrow. Tommy's patron (Wogan makes the double quotation marks sign in the air) isn't responsible for all of the weirdness; it might be stowaways. I'll memorize Invisibility Purge too!"

Sindawe brightens up, "Yes, we can make an exercise of it." The other pirates groan at this. It is decided that they will do a "clear for action" exercise, which means "remove encumbrances from the decks and prepare for an engagement".

### *NEXT DAY - CLEAR FOR ACTION AND SEARCH FOR STOWAWAYS*

The next morning the pirate crew practices "clear for action". Then the officers check methodically for stowaways, always careful to use Wogan's *Invisibility Purge* to clear each area. No

stowaway or evidence of one is found. Sindawe does find a bag of six mushrooms, hidden in a common ship's room.

Serpent can't identify the mushroom. Ori thinks it is an addictive, recreational shroom. The officers decide to liven up their day by watching for withdrawal signs amongst the crew.

Upon hearing this plan, Ori says, "That reminds me of an old saying about two bad options."

Wogan quickly says, "We're choosing the *Lesser of two weevils?*" Ori is crushed by the ruination of his joke. He stalks off, nursing a grudge.

### *LATER THAT DAY, A HORRIBLE, HORRIBLE STORM*

The pirate vessel is forced to sail at a slower pace to counter the strange wave action caused by an approaching storm and the many, many navigation hazards presented by the Stacks.

The GM calls for a *ship control roll* to deal with a freak wave that threatens to roll the ship over. The pirates are successfully, but disheartened to see that the main storm hasn't arrived. They search for an open patch of sea or an anchorage. No such luck; they will have to sail the storm amongst the Stacks.

The GM calls for three sets of four DC 25 *ship control rolls*. Each set represents 4 hours of storm sailing.

- ♣ Set 1: All checks are made; the ship is safe. At the end of the four hours, all of the sailors must make a DC 15 Fort save to avoid fatigue. Big Mike, Tanned Hank, Slasher Jim and Pirro become fatigued.
- ♣ Set 2: All checks are made; the ship is safe. A DC 15 Fort save is required, plus a second for those already fatigued. Big Mike, Slasher Jim and Pirro are exhausted. And many crew

become fatigued: Hatshepsut, Stoke, Tanned Hank, Serpent, Little Mike, Gareb, Bel, Olhas, and Kahina. The exhausted crewmen are sent below and everyone else continues working the ship.

- ♠ Set 3: All but one check is made; the ship is safe. The failed check results in Tommy becoming horribly tangled in the ship's rigging; he will strangle if his neck doesn't snap first. Tommy is barely holding on his Escape Artist skills are unequal to the task. Serpent casts Snake Totem form to gain a climb speed, then moves to help Tommy. He cuts Tommy free, saving his life but damaging the rigging (already tangled) in the process (-4 to future *ship control checks*). More Fort saves are required to fight fatigue and exhaustion. Piro recovers from exhaustion. Tommy, Stoke, Tanned Hank, Little Mike, Gareb, Slasher Jim, Bel, and Kahina are exhausted.
- ♠ One more hour of storm fighting passes - the ship's crew is below the 24 needed for optimal handling, so the +4 bonus is gone. The -4 check from damaged rigging is lowered to -2 after Mrs. Serpent casts Animate Rope to repair part of the damage. And the largely fatigued crew wins out. Rum rations are passed out to a crew too tired to celebrate.

## *THE NEXT DAY*

The ship is becalmed until Samaritha casts *Control Winds* to achieve a slow speed. The crew is put to work repairing the ship, especially the rigging. To help pass the time the officers an eye out for the shroom addict.

Captain Sindawe in particular makes an effort to find the junkie - he asks many sailors lots of personal questions and leans in to check pupils. Everyone is made uneasy by the captain's attention.

Delmer the mildly retarded knot aficionado is identified as the addict; he's suffering withdrawals. Wogan returns Delmer's stash; the officers have decided that they need every sailor they can get.

### *THE NEXT DAY*

Light winds out of the north-northeast. The ship needs to go north. A sailing check gets the ship 6 points off the wind despite the disadvantageous direction of its origin.

Wogan checks the *Black Bunyip's* location; after 4 days that ship has finally moved. Cartography skills are employed by Sindawe and Wogan as they map their route into the island maze. Their map to date is paltry due to the constrained route and the thirteen hour storm.

Jaren the Jinx shouts out, "Buoy Ho!" The crew becomes so embroiled in making ribald jokes at this they nearly miss what he's pointing at. There is a cork buoy painted white marking a location; the *Teeth of Araska* is sailed slowly to it with the crew keeping sharp lookout. The buoy's manufacture is a mystery. The water is hazy beyond 5' in depth. Serpent casts Snake Totem for an optimal swimming form and dives overboard. He finds a crab trap at the other end; it contains several crabs. Returning to the surface he encounters an eel. Serpent surfaces to shout, "It's a crab trap." And then "GLARG!" as an electric eel attacks, stunning him for several rounds. Serpent sinks slowly out of sight.

Wogan casts *Water Breathing* on Sindawe and himself. The pair jump overboard to rescue Serpent. Wogan signals "You - Eel. Me - Serpent." Initially, Wogan's plumpness works against him as he tries to gain some depth. Serpent says, "That's what she said!" thru a mouthful of water. Wogan nets Serpent with his second dive attempt. Sindawe chases the eel off with a good hit from

his spear, Shock Tooth. Serpent is dragged back aboard where Wogan applies his Heal skill to reverse Serpent's drownage. Serpent coughs up heroic quantities of sea water. Samaritha invokes "concerned wife" rights and makes Serpent stay in bed the rest of the day.

### *WELL, AT LEAST WE LIVED THRU IT*

The next day Wogan uses *Track Ship* to determine that the *Black Bunyip's* latest location. He is also able to determine that the *Teeth of Araska* is only forty miles from the *Black Bunyip's* four day stop-over. The *Black Bunyip* continues to head northwest, almost directly away from the *Teeth*.

Tanned Hank, on watch, spots a water-tight chest, which is retrieved, checked for magic and traps, then opened all in short order. The chest bears the gear with sunrise emblem. (A lost Andoran colony out in Azlant uses the "gear with sunrise" emblem.) The chest contains clothing and a book; the book is written in Azlanti. Wogan initially decides the clothes are feminine in nature, but after further examination allows for "OK, a male sorcerer, wizard, or monk might wear these too; they're standard trannie spellcaster clothes."

Captain Sindawe calls upon Lavender Lil to use her fashion sense to get a better understanding of the owner. Lil seizes an outfit and disappears below decks. She returns a short time later wearing said outfit, which being slit from the neck to the waist exposes her cleavage dramatically. She walks slowly across the deck several times, pausing occasionally to make dramatic poses (e.g. "The Excalibur" from Zoolander). The male portion of the crew forgets all else while watching this display; there is a fair amount of drooling. Lil declares, "It is a man's wardrobe. For example, this outfit does not support a woman's bosom." She bounces a bit to emphasis the point.

Wogan decides he can avoid a cold shower by... searching the chest for... hidden stuff. Yes, HIDDEN STUFF. He sticks his head in the chest and doesn't come back out for five

minutes. And surprise! He does find a secret compartment containing a toad like creature. It coughs, then stands up on its hind legs to a towering height of 14" as everyone leaps back. After studying it for a moment, Samaritha declares, "It is an aquatic homunculus."

The concerned crewmen keep weapons pointed in its direction. The frog homunculus alternates hisses with the declaration, "I'm poisonous!" No one is impressed, but the officers make a determined attempt to gain the creature's trust. It becomes more talkative after determining that the pirates are not particularly religious (Wogan remains quiet); religious people are crazy anti-homunculus. "Hey, how's it going?" it says in a Gilbert Gottfried voice.

His master's name was Jacquar. The book, as translated by Samaritha, was written by Jacquar and is entitled "Rethinking the Distillance of Radiance by the Order of the Sixth Circle." He explains that his master was visiting the islands. Over the course of the discussion it is revealed that the seamunculus is "anatomically correct;" he hits on all the women around shamelessly, including Samaritha. "Are you going to take that, Serpent?" goads Sindawe, but Serpent appears unconcerned. The creature has no name so they dub him "JJ" for "Jacquar Junior." His master's ship was raided by pirates, from the description we specifically think it was the *Black Bunyip*. His master's ship had just left a colony (probably the Andorens) though the seamunculus' understanding of the larger context seems lacking.

### *WEIRD LIGHT AND SHIP WRECK*

JJ wanders up from behind and inexplicably brands Wogan on the ankle with a hot piece of metal from the galley stove and seems strangely reassured at his yelps of pain. The crew imprisons JJ in a cage to teach him a lesson. Later he rattles his little cup on the bars. Sindawe demands, "Who gave him a little cup?" Ori admits, "He looks so cute with the cup!"

Wogan asks JJ, "Why did you burn me?" JJ isn't helpful with his answer but Wogan speculates that hot metal might reveal demonic influences... or just piss people off. Sindawe offers up, "Doesn't that just piss people off? And prove that they burn."

Tommy says, "Lil wiggles well when I drip hot wax on her."

Serpent replies, "But maybe she's trained to do that."

The conversation goes downhill.

### *CLIFF HANGER*

Later that day Serpent spots a large lizard (5' wide) sunning itself on a rock. He cries out, "Lizard Ho!"

Sindawe answers back, "We are not stopping for a lizard ho." Serpent then spots a Mordant Spire elf skimmer emerge from behind that rock. "Clear for action!!!"