

## REAYERS ON THE SEAS OF FATE - SESSION SUMMARY 05/22/2011

The heroes are on Riddleport crime lord Clegg Zincher's ship, the *Dark Pearl*, escaping from the island of the tentacle-dogs. We had just finished fighting off a shadow demon that possessed Zincher when we spotted an incoming pirate ship, the *Teeth of Araska*. 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 giant snake *Saluthra* (Paul)
- *Hatsbepsut*, monk and high priestess of a lost civilization who doesn't savvy much Common and her cobra *Naja* (NPC)
- *Samaritha*, the wand-blastin' serpentfolk wizard in the guise of a pretty half-elf (NPC)
- *Akron Erix*, hammer-wieldin' monk, minion of Clegg Zincher (NPC)

### *THE TEETH OF ARASKA*

We examine the approaching ship. Tattered triangular sails whip above a fearsome vessel with a draconic masthead. It flies a ragged black flag with a red skull on it. Some of us know it; the vessel is commanded by a pirate known as *Captain*

Elreth “Grudge” Tregg. We met him at the crime lord sitdown in Riddleport; he was on Shorafa Pamodae’s delegation. They reef their sails and slow as they approach.

### **Diplomacy Breaks Down**

Tommy climbs into the rigging and hides behind a sail. The rest of us stand on deck, except for Samaritha, who is busy perfecting her disguise as a sexy male crewman. The *Teeth of Araska* drops anchor and skillfully heels to block our ship in and present us a broadside. Captain Grudge stands on the deck with a dusky woman beside him.

Captain Grudge shouts across the span. “Lay down your arms, we’re just here for the metal!”

Clegg yells back like a scalded cat, “You know who I am. I’ve got an agreement with Pamodae!”

“You’re not in Madame Pamodae’s good graces right now. I don’t think she’d care if you went missing!”

Clegg offers undiplomatically, “Everyone’s stuck their dick in that sideshow, but you can’t let bitches affect your decision making!”

“Well, I guess it’ll be the hard way. Release the anchor!” The *Araska’s* anchor chain slithers out of its hole and the ship begins drifting laterally towards the *Dark Pearl*.

## Stand By To Repel Boarders!

As the pirates ready their cannons, Wogan gestures and a thick fog rises from the water to conceal our ship. The thugs on our ship wave their cutlasses aggressively as the pirates sweep our deck with grapeshot. Serpent gets hit and badly damaged, but not as much as the poor crewman who loses an arm and bleeds out against him. Sindawe and Hatshepsut kneel below the railing, and their calm gazes meet as shot rips into screaming crewmen around them.

Grudge inspires his crew with vicious threats of hanging. The *Teeth of Araska* drifts closer and into the fog. The woman with Grudge summons a spiritual whip onto our ship that attacks Serpent, but the lash deflects off his green dragon helm.

Wogan summons the power of Gozreh and channels energy to heal our crew, many of whom are still wounded from the fight on the pier. Serpent throws an alchemist's fire at the *Araska*, which starts a fire on the side of the ship. Grudge yells, "Get that fire put out!" to his crew.

An elven sniper in the *Araska's* crow's nest fires at Clegg Zincher, wounding him. "Someone bring me that elf!" he shouts. Samaritha pops up from below decks and fires off a *magic missile* into the enemy sniper, and the sniper fires back a shot that grazes her right shoulder. Captain Grudge surprises us all by casting a spell, and a cloud of golden particles sparkles down and blinds a lot of the crew on our main deck.

Samaritha uses her bonded wand to recall her *scorching ray*, but she manages to miss the sniper. The pirate cleric woman casts a *bane* on us, but it only affects some of our crew. Wogan throws a *silence* spell on the area with Captain Grudge and the cleric to prevent any more of that sort of thing.

Serpent leaps across to the pirate ship, swinging his staff solidly into the side of a pirate's head. Akron Erix follows Serpent and bashes the rest of the unfortunate fellow's skull in with his sledgehammer. Sindawe throws shuriken at the Captain.

### **Brace for Impact!**

As the *Teeth of Araska* crashes into the *Dark Pearl*, the pirates begin pouring onto our ship. Clegg Zincher sends one of the pirates to Pharama's justice with his pick, and Samaritha *magic missiles* another.

Tommy has been carefully studying the opposing captain for the last several rounds to try to assassinate him outright. He shoots a crossbow from stealth at Captain Grudge but misses. He ducks back down into the crow's nest, trying to stay hidden.

Wogan *blesses* us. Hatshepsut crosses to the pirate ship and massacres another pirate, punching him in the throat and pulling out his bloody windpipe.

Saluthra the python drops down from the rigging onto one of the pirates and crushes him to death within seconds. Another pirate manages to give her a slashing wound, though.

Sindawe leaps across the span separating the ships and goes right for Captain Grudge, cracking one of his ribs with a vicious blow. He wheezes and spits blood under the assault.

The pirates and Zincher's thugs are engaged and are killing each other off at a steady rate. The sniper in the crow's nest shoots Serpent with an *acid arrow* spell that burns him greatly. Zincher rips into another pirate.

Serpent beats a pirate into insensibility and heads for the priestess. “This will be the last thing you’ll ever see!” she calls, throwing a spell on Serpent. Serpent shrugs the *blindness* spell off, replying, “I’m too tough to be affected by your god’s magic!” Pirates surge forward and surround him.

Tommy sneak attacks Captain Grudge with his crossbow, but the pirate captain unfortunately survives. Wogan fires his double pistol and hits the cleric; its alchemically treated load creates a choking, poisonous cloud of smoke; she stumbles back choking and dry-heaving.

Serpent and Saluthra keep bludgeoning and crushing pirate crewmen in the bow while Sindawe delivers a series of hard blows to Captain Grudge. Hatshepsut nimbly runs along the rail to get around the Captain’s side and delivers a good kick to his head.

### **We’re Being Overrun!**

The pirates start to overwhelm us, taking down a good number of our crew and inflicting serious wounds on Serpent, Sindawe, and Hatshepsut. Serpent continues burn from the acid and gets hit by a *magic missile* from the sniper, and is starting to look quite ragged. Captain Grudge stabs Sindawe with his rapier and lashes him with a whip as well, demoralizing him. Captain Grudge backs off, allowing his pet lizards (Lirgen dragons) to come forward to face the monks as he lights into them with his whip.

Clegg Zincher murders another pirate as Wogan runs over to heal the badly wounded Serpent. Hatshepsut snaps the spine of one of the lizards and punches out another pirate.

The pirates cut some more wounds into Serpent and Saluthra, but they fight on. Tommy shoots the sickened cleric with his crossbow and she goes down, but he thinks she may be faking it. Wogan clambers to cover and shoots into the crowd with his gun, hitting a wounded pirate and taking him out. Hatshepsut launches into a flurry of activity and takes on two pirates at once, finishing them both off.

Saluthra squeezes the juice out of the last pirate in the front of the ship and settles in for lunch. Serpent also bashes down another pirate with his quarterstaff. The remaining pirates break away from the fight and begin trying to disentangle the two ships. Captain Grudge tries to lash his whip around Hatshepsut's legs and topple her down between the two ships, but she leaps above its coils.

Clegg Zincher steps over the fallen cleric and kills another pirate. He realizes that she's not really disabled. She was indeed playing possum, and leaps up and creates an illusionary double of herself. Zincher takes a shot at her but his pickaxe embeds itself into the ship's railing.

The pirate sniper vaults off the crow's nest and *feather falls* into the hold. Tommy leaps over and goes down the hatch of the pirate ship after the elf.

Hatshepsut unleashes another flurry of strikes on Captain Grudge, wounding him critically. Sindawe immediately takes out the Captain's other lizard, and finishes off another pirate as well.

Some of the pirates attempt to jump overboard. Zincher nails one of them to the railing with a pickaxe through the abdomen. The man shrieks and writhes, impaled like a butterfly in some demented entomologist's collection.

Captain Grudge retreats to the aft end of the ship and begins shouting a story of blood and vengeance, but most of us can't hear him because of the *silence* spell cast earlier. Zincher moves to attack Grudge but when he hears the story he stops, fascinated.

Sindawe and Hatshepsut run up and manage to avoid being charmed by Grudge's hypnotic voice. They double-team him and soon he lies dead.

### *THE SHIP IS OURS! MOSTLY.*

We take a look around the deck. It features three masts and a webwork of netting. The rear of the ship has an iconic ship's wheel and a big bell. Leading into the aft is a door with a brass name plaque. The name of the previous captain has been scratched out.

### **Come Out And Play**

Tommy is sneaking through the bowels of the ship looking for the fleeing elf. A dozen hammocks swing between narrow beams, and it smells of sweat and stale alcohol. Empty bottles clink across the floor. Tommy chooses one of the aft doors and finds the food stores. He finds another door which is locked and picks it. Inside is a tidy bedroom with an appraiser's scale prominently displayed. It looks as if the room's occupant likes making holes in the floor with a dagger. Tommy senses that someone is hiding under the bed. Tommy pretends he doesn't notice the person and

suddenly leaps atop the cot and stabs right through it and into the person beneath. A sheet of blood runs out across the floor. Unfortunately the person under the bed isn't the elf he's looking for; it's a terrified (and now dead) ship's accountant.

The door to the room slams and locks, and Tommy hears arcane words from the other side of the door and then a swarm of spiders come streaming in through the cracks. Tommy desperately tries to get the door open as spiders crawl over him, biting and poisoning him. It takes him several long rounds to pick the lock while the distracting swarm rips into his flesh with their mandibles, but finally he gets it open. He sees the elf and the woman, but runs right by both of them to escape the spiders. He sprints up from below and flings himself shrieking and rolling on the deck. The rest of us stand around and mock him until more spiders come up from below and we shout curses and flee in all directions. We decide that the pirates must be transporting a huge shipment of spiders to Nidal.

The spiders head straight for Serpent, who throws a vial of acid into them and runs for it. Wogan summons a riding dog from his *bag of tricks* to delay the spiders; they swarm all over the animal and kill it quickly. This is met with horrified screams of "Oh gods, why would you do that!?" and similar from the assembled crewmen.

Suddenly all the spiders vanish. Wogan hears a splash and spots someone trying to swim away from the ship underwater. "One of them's trying to get away!" he yells, and takes a shot into the water with his gun. He hits, and the water is filled with blood. Wogan recognizes it as elf blood, and yells, "It's that elf!" We consider going after him and are all grabbing our gear and heading for the beach when Zincher says, "What are you doing? That island's infested with zombies and worse! If you want to kill an elf that bad I have some back in town I can give you. Let's get the hell



out of here!” We reluctantly see the wisdom in these words. There is no sign of the female cleric.

### **I Got The Pink Slip Daddy**

Zincher decides to give us the *Teeth of Araska* for being such good sports. We take the captured and surrendered pirates and try to form a crew from them. Both ships seem relatively undamaged.

Serpent recognizes that the *Teeth of Araska* is an Abendego Tricorn, a sturdy ship made for sailing the stormy seas near the eye of Abendego. We are happy to have such a nice ship.

We make a plan to sail by the island where we discovered the ex-slave colony when we were crew aboard the *Albers*. Samaritha decides that she and the cyphermage boy Eli need to get back to Riddleport immediately, and we negotiate passage on the *Dark Pearl* for them. Hatshepsut goes with them to guard them from the probable predations of Zincher’s crew.

Serpent pulls Samaritha aside to say goodbye and tries for some touch, but Samaritha spends the whole time talking about her problems and feelings. Serpent listens in confusion and tries ineffectually to comfort her, mostly with grunts and silence.

Sindawe gives Hatshepsut a last hug and a grope. She seems slightly put upon by this but does not actually serpent-strike him.

We take our new ship and sail off. Zincher sails off in his ship as well, laughing heartily. He seems to have forgotten about the orichalcum that we have from the island.

### Getting to Know Her

We loot Captain Grudge's body, finding a *+I cold iron rapier*, some magic studded leather that we don't identify, a *ring of protection +1*, a masterwork whip, and a spyglass. He also has a ring of keys.

Sindawe declares himself captain, claims the spyglass, and gets the crew together for a rousing speech. The rest of the player characters back him up with intimidating glares. Tommy licks his knife suggestively and eyes the crew's nipples. The crew seems suitably impressed.

We appoint Tommy to be bosun and put him in charge of crew morale and discipline. Tommy takes to it like a fish to water, whipping the crew left and right with the captain's old whip.

Then we explore the ship room by room. First we find a wardroom with a mahogany table and bar chairs, and lots of grisly trophies, and a large sea chart. The next room is decked with red and black curtains, an incense holder on a desk, and a fur-draped huge bed. The bed contains a well-used whip and some blood, and there is a chest beneath the bed. Tommy opens the chest, which contains some jewelry and some phials of musky-smelling liquid.

Exploring through a curtain hanging in the ship, Wogan gets hit by a scything blade trap. Tommy can't figure out if the trap is successfully disarmed, so they try to

trick Sindawe into running through the curtain. “Hey Sindawe come down here! We saw the cleric run through this curtain! And she was butt-ass naked!” Sindawe doesn’t fall for it.

Sindawe asks, “Why don’t you pull out a ferret or something and throw it through?”

“Oh yeah! Why didn’t I think of that?”

Wogan pulls out a riding dog from his *bag of tricks* and sends it through. The dog is promptly decapitated. Everyone grimaces.

Tommy examines the trap again and figures out how to disable it. Sindawe goes through and finds another bedroom with a stiff bed. A gnome’s skull is nailed to the door. We find a silver squid ring with emerald eyes.

The next room seems to be a trophy room with various odd and grisly trophies made from animal parts, bones, and gold teeth. Many charts and maps are here, and Sindawe puts them away in his bag of holding.

The next room is the accountant’s room, which Tommy has already looted. The next room contains many eerie drawings, and an empty bird cage. There are numerous levers here. Under the room’s bed is a footlocker containing art supplies.

We decide to get a crew member down here to help us figure out what these rooms are. The crewman we get is the one who said earlier that he was wanted in seven cities. We give him the nickname “Seven.” He tells us that the room with the drawings and levers was the elven sniper Selis’ quarters. Seven doesn’t know what the levers do. He does inform us that Selis was “a big freak” and continues on about how “all elves are big freaks,” especially with “those bug eyes of theirs.” Further queries into “Well but why does he/did he...” are met with variations of the same

explanation, which appears to be entirely satisfactory reasoning to the pirate mind for anything the elf was into.

In a store room we find some green gel. It is apparently a drug that temporarily makes you smarter, but more irritable. Seven calls it “clear head” and there are 3 doses.

We also find the rum storage room. It’s mostly empty, but does contain a trapdoor into the captain’s cabin.

In another storage room we find some Shoanti barbarian chew. Serpent takes it so he can extend his rage.

When we get to the main hold, we find that it is unorganized and uncatalogued. We get some paper and start making a list. In an old box of lamps, we find a magic lamp. Sindawe impulsively rubs the lamp and it gives forth a massive billow of smoke that quickly fills the hold. He runs up onto the deck as the crew shouts, “Fire! Fire!” and gets them to belay their firefighting and panicking routine. Wogan eagerly takes the lamp; he coveted the similar one they had to give up to Captain Clap aboard the *Wandering Dagger*.

## **In The Hole**

Soon we find the brig, which looks like it’s been used to house a sanitarium of the damned. One prisoner is here, naked and caked in filth. His thumbs have been removed and he seems to have been beaten regularly. Seven tells us he was a Chelish naval officer. He ransomed his life by claiming he knew where a treasure was in the Eye of Abendego.

We clean him up a bit and perform some first aid. As we talk to him, he claims to be Captain Mace Venjum of the Chelaxian Navy ship *Maleficar*. We've never heard of him. He claims to know the location of a treasure in the shroud of the Eye of Abendego.

### *THOSE LEFT BEHIND*

Next we have a little ceremony for the dead pirates and give them a burial at sea. As we get ready to bury the captain, Wogan finds that someone has given the captain a post-death castration. We assume this might have been the cleric, Ishana. We find out from the crew that Ishana is a cleric of Calistria, the goddess of lust and revenge. We don't know exactly where his genitals are now.

We sail under a grey sky towards the island of the freed slaves.