

REAYERS ON THE SEAS OF FATE - SESSION SUMMARY 06/05/2011

We are on our new pirate ship, the *Teeth of Araska*, freshly liberated from its previous owner Captain Treeg. We sail towards the unnamed island where a former Chelish slave colony resides; we helped cover up their presence from the Chelish Navy back when we served on the *Albers*. 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)

We meet our crew, the survivors of our battle with the *Araska* off Devil's Elbow.

They consist of:

- Seven: who is wanted in seven cities
- Stoke: the gunner's mate
- Orgon One-ear: short, bald, has one ear
- Dum-dum: so named because he is a simpleton
- Tanned Hank: he's really tan, and he's the ship's carpenter
- Big Mike: a pirate from Sargava
- Little Mike: used to be a Chelish sailor
- Mano: an older Garundi man
- Gareb: an Andoran sailor
- Goat: a tiefling with goat horns
- Slasher Jim: has plenty of knives

- We also have former Chelish Navy captain Mace Venjum in our brig, minus his thumbs.

SETTLING IN

We choose up quarters. Sindawe takes the captain's quarters, and Serpent takes the adjoining quarters of the former Calistrian cleric because he wants her huge fur-draped bed. Some of the crew make some jokes about Serpent taking the captain's woman's quarters. Tommy snaps up the quarters of the psycho elf, which contain the levers for the mantraps in the stores, and Wogan takes the accountant's quarters right next to the rum stores. Sindawe takes the post of captain, Wogan becomes our head gunner, Tommy has already taken the role of bosun, and Serpent becomes the ship's helmsman.

TEKELI-LI

The first day of our journey, we sail into a snowstorm. We take on some water but come through without significant damage.

On the second day, it is cold and clear. Stoke calls down from the crow's nest, "Captain, something on the horizon!"

Sindawe climbs up and takes a look through his spyglass. Ahead there is a dark blotch on the ocean. He initially thinks it might be sargasso seaweed. We decide to try to avoid it. As we steer around, however, it seems to be moving to intercept. We also notice some splashing as of a fleeing leaping school of fish. We decide to try to put on speed and sail away more aggressively. But the dark spot seems to still be

getting closer. At this point we estimate that it could be several football fields big. We get the crew on deck and keep fleeing. There is more roiling and splashing coming from the shape. Our sailing shapes up and we start to pull ahead, increasing our distance to a half mile. Sindawe sees the shape cresting out of the water a bit, and he believes he sees masses of small tentacles. He searches around with his spyglass and spots a large merchant ship on the horizon.

“Sail towards that merchant ship!” calls Sindawe, “We’re going to play the old ‘let somebody else get raped by the fish thing’ gambit!”

Wogan gets the guns ready in case the thing gets close enough. Sindawe commands Wogan to get one of the ships loaded with grape to shred the merchant’s sails, leaving them to face the monster.

The monster continues to close on us as we run towards the merchant ship. As we get nearer, we see that it is a big merchant ship flying a Chelish flag.

The monster continues to close. Sindawe hears a thin piping noise and maddening drumming coming from the tentacled monstrosity, and he orders Orgon One-ear to get some wax to make the crew earplugs. As it gets closer, the whole crew begins to see mouths, tentacles, and other weird appendages coming up from below. Some of the crew begin to flip out, and Tommy has to use his powers of intimidation and punishment to keep them working.

The monster reaches our ship at roughly the same time we close on the merchant ship. Unfortunately one of our crewmen, Mano, did not put his earplugs in well enough. He begins screaming and staggering around the deck wetting himself.

The monster slams a tentacle into the rear-starboard of the ship and tears a chunk of wood out. Serpent maneuvers the Teeth of Araska exactly right to cross the

merchant ship at minimum distance, which we note is called the *Faith Wife*. Wogan fires his guns into the *Faith Wife's* rigging, swiss cheeseing their sails and disintegrating a sailor.

Unfortunately the monster's tentacles manage to score our hull in four more places, but it runs full into the merchant ship. We see a hideous eye-covered mass bubble up out of the ocean and roil over their ship, engulfing the screaming crew, biting with hundreds of hideous mouths, and singing maddening songs. Those who have not yet been engulfed go completely insane.

We continue to sail away at maximum speed, turning back to our southerly course. As we catch the wind and begin to pick up speed, Wogan throws a *call lightning* spell back at the ship. Unfortunately the monster manages to hit us with one last long clawed tentacle hit, and we start taking on some water.

Mano, in his insanity, tries to take a dive off the side of the ship, but Serpent happens to be close enough to trip him. As he struggles to regain his feet, Tommy lashes his whip around Mano's neck, subduing him.

In the distance, we see the merchant ship go down as the shoggoth engulfs the whole ship and drags it down into the water.

WATER STOP 2: THE QUICKENING

The next day Wogan prays for the health of the ship and manages to fix some of the damage. We soon enough spot the island we were heading for. We drop anchor some ways out from the island. We cherry pick the most psychotic members of our pirate crew to join us on the island, and then also ask for some volunteers.

Seven, Orgon One-ear, Dum-dum, Mano, and Slasher Jim come with us. Tommy stays behind to keep the remaining crew disciplined.

We explore the island a bit, finding signs of habitation. Suddenly we come across a seven-year-old girl, who screams at an ear-splitting decibel level. This draws the attention of her parents, who come out and grab their girl. Wogan manages to remember the names of the escaped slaves and calls after them. After a bit of discussion, the slaves remember us and we ask to see their leaders, Bel, Sevgi, and Pirro.

Sindawe asks if we can come to their village and ask the former slaves which of them would like to sail with us. They tell us that the camp's leader, Bel, is sick, but they don't know what's wrong with him. The camp consists of:

- Darthos the entertainer
- Leora the ex-harem slave and mother
- Nitzah the 7 year old girl
- Bel the Eunuch
- Pirro the porter
- Sevgi the ex-harem slave
- Olhag the ex-household slave
- Trendas the craftsman
- Kahina the ex-household slave
- Karomander the fine craftsman
- Ori the cook
- Kuruma the sage has passed away since the PCs last visited.

Sindawe explains that we are looking for crew for our ship. He proposes that they have a cookout tonight and talk about it, and dispatches Slasher Jim and Orgon to go back to the ship and bring some salted beef and other provisions. Serpent notices Slasher Jim talking to Kahina and flirting before they leave.

Bel, Pirro, and Sevgi are all ill, but Bel is in the worst shape. We take some time to talk to the camp about our ship and our plans, then Wogan and Sindawe go to look at the sick ex-slaves. They determine that the sick people all have numerous rat bites, and come to the conclusion that they have probably picked up filth fever, which is spread by rats.

Party Favors

Ori begins cooking us up a feast of rat, and the rest begin making preparations for a party. Seven asks Captain Sindawe if he can go back to the ship briefly to “get his kit.” Sindawe won’t let him go until he determines exactly what Seven is going to get. Apparently Slasher Jim had told Seven that Kahina was giving out sexual favors for barter and he wants to go get some goods to trade to her. Sindawe lets him go, and he soon comes back with a bag of plundered trinkets.

Sindawe presents the ex-slave colony with the Articles of Agreement of the *Teeth of Araska*, which is the code of behavior for the crewmen and the rules for how treasure is divided. The Articles are as follows:

ARTICLES OF AGREEMENT OF THE TEETH OF ARASKA

I. EVERY MAN SHALL OBEY CIVIL COMMAND, THE CAPTAIN SHALL HAVE TWO FULL SHARE OF ALL PRIZES, THE MASTER, CARPENTER, BOATSWAIN AND GUNNER SHALL HAVE ONE SHARE AND HALF.

II. IF ANY MAN SHALL OFFER TO RUN AWAY, OR KEEP ANY SECRET FROM THE COMPANY, HE SHALL BE MAROONED WITH ONE BOTTLE OF POWDER, ONE BOTTLE OF WATER, ONE SMALL ARM, AND SHOT.

III. IF ANY MAN SHALL STEAL ANY THING IN THE COMPANY, OR GAME, TO THE VALUE OF A PIECE OF GOLD, HE SHALL BE MAROONED OR SHOT.

IV. THAT MAN THAT SHALL STRIKE ANOTHER WHILST THESE ARTICLES ARE IN FORCE, SHALL RECEIVE CALISTRIA'S KISS (THAT IS, 40 STRIPES LACKING ONE) ON THE BARE BACK.

V. THAT MAN THAT SHALL SNAP HIS ARMS, OR SMOKE TOBACCO IN THE HOLD, WITHOUT A CAP TO HIS PIPE, OR CARRY A CANDLE LIGHTED WITHOUT A LANTHORN, SHALL SUFFER THE SAME PUNISHMENT AS IN THE FORMER ARTICLE.

VI. THAT MAN SHALL NOT KEEP HIS ARMS CLEAN, FIT FOR AN ENGAGEMENT, OR NEGLECT HIS BUSINESS, SHALL BE CUT OFF FROM HIS SHARE, AND SUFFER SUCH OTHER PUNISHMENT AS THE CAPTAIN AND THE COMPANY SHALL THINK FIT.

VII. IF ANY MAN SHALL LOSE A JOINT IN TIME OF AN ENGAGEMENT, SHALL HAVE 400 PIECES OF GOLD ; IF A LIMB, 800.

VIII. IF AT ANY TIME YOU MEET WITH A PRUDENT WOMAN, THAT MAN THAT OFFERS TO MEDDLE WITH HER WITHOUT HER CONSENT, SHALL SUFFER PRESENT DEATH.

Many of the ex-slaves seem interested, and Ori breaks out his homemade mango liquor, which is quite good. Wogan, Seven, and Mano get ridiculously hammered. Several of the ex-slaves also get puking drunk.

We stay up trading quips and coming up with crazy plans to make the Chelish prisoner prosthetic thumbs and teaching the crew to fight with their feet. Wogan passes out first.

PARTY FOULS

Sometime after most have gone to bed, Sindawe spots Trendas sneaking into Sevgi's hut. He decides to follow and find out what's going on. In the tent, he sees Trendas standing over Sevgi watching her sleep. He encourages Trendas to come out of the hut, but the man yells out, "No! She will be mine!" His features shift into the features of a wererat and he attacks!

Simultaneously, while out taking a leak, Serpent notices Seven some distance away, getting orally pleased by Kahina. He starts to turn away, but then notices someone hiding and watching the action. Serpent decides to sneak up on the peeping tom. Serpent hears Kahina suddenly stop her activity and ask Seven, "Are you alright?" Then Serpent sees who the hiding person is. It's the Calistrian cleric from the *Araska*, Ishana!

Sindawe is taken by surprise and Trendas manages to bite him. Sindawe hits him several times, bouncing him off the hut and stunning him, then pounding him several more times and stunning him again. "Calm down and talk to me, boy! Surrender!"

"Surrender?" the wererat says, "but we are many!" and a huge swarm of rats swarm into the hut from the forest, clambering all over Sindawe and Sevgi, biting and tearing.

Sindawe yells, "You're harming your woman!" and strikes him several times with a silver siangham, taking him down quickly. He reverts to his human form as he

falls unconscious and bleeding. The rats don't disperse exactly, but they stop attacking; Sindawe carries the now-conscious Sevgi out of the hut.

Ishana spots Serpent coming at her and tries to cast a blinding spell at him, but Serpent manages to shake the spell off and charges her, raging and slamming her with his staff two-handed. She tries to cast a *shatter* spell on the staff, but the staff's magic protects it. He strikes her twice more, bloodying and bruising her.

"Witness Calistria's justice!" she yells as she summons an illusory double, and runs over to try to cut Seven's throat. Serpent goes after her but only manages to hit the image, destroying it. He is unable to prevent her from slashing Seven's throat, and his arterial blood sprays everywhere.

With his next strike, Serpent brings his staff down on the crown of the cleric's head and knocks her the fuck out. Seven's dead body slumps to the ground atop hers. Serpent only now realizes that Seven must have been paralyzed by the priestess' magic.

Slasher Jim runs in brandishing two daggers. "What's going on?" he says.

"I would have thought it would be pretty obvious," answers Serpent, looking at the two bodies. Serpent checks both of them and determines that they are both dead. He strips Ishana of valuables to prevent Jim from taking them.

Slasher Jim says "Yes... You go get help... I'd better stay here and look after the bodies." Serpent shrugs and heads back to the camp.

That night, Sindawe talks to Sevgi and she tells him about turning down Trendas and how he tried to force his attentions on her. Bel and Pirro had stopped him and sent him for a long walk, where he apparently got infected with lycanthropy, and then conspired to make the three of them sick.

We talk the ex-slaves into joining us on our merry voyage of piracy against the Chelish. Bel wants us to try to get a letter of marque against Cheliix. The family of Darthos, Leorah, and the girl Nitzah want to be dropped off in civilization. We decide not to take the wererat, Trendas, and leave him marooned on the island. After losing Seven, this brings our total crew to 17 people.

The Dreamtime

That night, Sindawe dreams about Mama Watanna. Strangely, she has a small pet praying mantis on a string with her.

“Sindawe, Mama wants to see you. Come to the hidden place. The place on the map. Mama wants you to be rich.”

Sindawe recalls the treasure map he found some time ago, “We talking about the sand spider?”

“Yes. Mama will see you soon.”

“Why will you be there?”

“Mama goes where Mama goes,” she replies, and the dream fades away. Sindawe is disappointed that he does not get any dream nookie out of the deal.

MAIDEN VOYAGE 2: ELECTRIC BOOGALOO

We spend some time distributing treasure from our personal stores to outfit some of the ex-slaves with armor and weapons. We give Bel a masterwork chain shirt and Mano gets some masterwork studded leather; his studded leather is handed down to Sevgi. Dum-dum wins a masterwork wooden shield, with the caveat that everyone

gets to take a shot at him to test it out. We put up a magical *ring of protection* and allow the crew to dice for it. The cook, Ori, wins the ring.

A Perfect Storm

We sail towards Sandpoint, planning to put the family ashore there to start a new life. We lay Seven to rest at sea. The second day at sea, a cold snap and gale force winds sweep in over the ocean. Unfortunately when the weather starts getting rough Olhas gets so massively seasick that he is unable to help with the ship. Soon we find ourselves in a storm that lasts for quite some time. Ice begins to form on the deck and rigging. The crew battles the elements valiantly, despite having no cold weather clothing to speak of. After several hours of storm several of our crew start to suffer from the cold, then practically all the crew is feeling the effect. Sevgi also succumbs to sickness and goes below.

Wogan throws some healing around, dispelling the frostbite and fatigue, but as the storm goes into its fifth hour people are starting to suffer again. A frozen line snaps and Goat goes tumbling to the deck, getting hurt, and Bel and Pirro almost get washed off the deck by an unexpected wave.

By the eighth hour of storm, Ori and Big Mike have also been incapacitated by the cold, although Wogan manages to use magic to get Goat back up and running. Tanned Hank slips on an icy deck and almost goes off the side of the ship, but Serpent manages to grab him and haul him back up.

In the ninth hour, Bel the Eunuch gets hit in the head by a large chunk of ice and goes down. Soon afterward, the storm finally ends and we catch the winds and quickly rocket the rest of the way to Sandpoint. Most of the slaves and several of the

pirates have been incapacitated by the cold and exertion, but they recover under Wogan's attentions.

Chilling in Sandpoint

We spend a couple of days at Sandpoint, buying armor for crew that doesn't have it, lumber for repairs, and cold weather clothing. We try to buy weapons but the local sheriff, Belor Hemlock, doesn't like the look of us and the locals experience a strange weapons shortage. We drop off the ex-slave family and Sindawe gives them money for a stake. We consider whether we should obtain some new crew members from the town before we depart. The crew isn't allowed to go ashore to minimize depredation; they feel somewhat ill used by this and the ex-slaves are a bit demoralized by the ferocity of their first storm at sea. To our surprise, however, none of them desert, though one head count comes up short causing consternation until a search finds Stoke and Kahina hooking up in the hold. Sindawe peruses his map showing the way to the wreck of the *Sandspider* and we resolve to set sail for it post haste!