

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY II/18/2012

TODAY'S EPISODE: CAPTURE OF THE *BLACK BUNYIP*

Our heroes are on an Azlanti island upon which dwells the Andoran Sun Temple Colony. They are there to hunt down Captain Baumann and capture her ship the *Black Bunyip*. But the *Black Bunyip* fled during the recent colonial civil war and the subsequent vampire holocaust. Our heroes are finally ready to pursue - Wogan casts his *Track Ship* spell and determines that Captain Baumann's ship is nearby, perhaps lying in wait for the *Araska*.

Our 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 sorceress kidnapped from the coastal town Hollobrae and dominated by Samaritha into compliance and friendly spell casting.
 - ♣ JJ, an aquatic homunculus, whose master may be dead.
 - ♣ Recruits from the Andoran Colony, rebel faction (not Nuruu'gal):
 - ♣ Lefty (Narbus Smeet), self-inflicted amputee. He's escaping his mother (sorceress Elder Adara Smeet) and guilt (forced spying for other faction).
 - ♣ Claxton, he's tried "rebel" now he'll try "sailor".
 - ♣ Tegan, skilled house wife, and recently married to Stoke.

HOW CLOSE IS THE BLACK BUNYIP?

Wogan consults his *Track Ship* spell and announces, "They're close. Right on top of us... at least according to the scale of this map." The pirates guess 'right on top of us' might be 2 miles or 20 miles, given that the chart's scale is '50 miles to the inch'.

The *Teeth of Araska* crew navigates out and away from the Andoran Sun Temple Colony understanding that there might be a fight soon.

- Serpent casts a spy eye spell 500' above the mast.
- They successfully navigate the rocky waters away from the rebel village to Bone Cove.
- There are too many navigation hazards around Bone Cove to take on under sail, so the ship's boats pull them through. JJ the sea-homunculus is used to scout for underwater hazards.
- They reach the narrow, mile-long straits that lead out to open water. The boats are recovered and the crew takes a brief rest. The ship's crew clears for action. Then they tackle the straits very carefully; their movement is aided by the waters naturally pushing them away from the colony.

THE BLACK BUNYIP ATTACKS

Serpent's spy eye spell spots the *Black Bunyip* lying in a strait parallel to the *Araska's* course. Several men on separating ridge above run back to the *Bunyip*, waving their arms. The *Bunyip* raises its sails.

The *Araska* crew assumes they'll fight. Sure enough the *Bunyip*, propelled by its sail, exits its strait and moves over to the *Araska's* strait, crossing the T with its port side. They drop anchor and await their victim; Serpent's spy eye spell picks out that the *Bunyip* has moved all of its 12-

pounders to its port side. Wogan and Stoke guess that the *Bunyip* will be unable to fire all of its cannon at once without risking roll-over; they'll have to stagger their fire.

The T is not perfectly executed and ends up at a jaunty angle. The *Araska's* piloting is slightly better on the approach; the vessel slips starboard turning the T into an L removing two of their cannon from the line of fire.

Daphne and Samaritha discuss spell selection and decide on *Fireball*. Daphne will hold hers for a counterspell; Samaritha will use hers for offense. Serpent and Wogan nod agreement.

Lacking any other options, Sindawe declares, "We'll ram and kill them all in hand to hand!" The pirates cheer, because that's the way they roll.

The *Bunyip* fires its first two cannon: one hits and one misfires. The hit deals 7d6 damage to all crew in a 10' cube. Tommy and Hatshepsut take no damage thanks to Evasion. Bel and Little Mike fall unconscious from their wounds. Big Mike is only lightly wounded.

The *Araska* slips further starboard while the *Bunyip* adjusts to bring all of its guns in line. Wogan and Serpent both place *Fog Cloud* spells between the *Araska* and the *Bunyip*, providing concealment from their cannon. Sindawe angrily orders, "Everyone *Fireball* that ship! Now! I don't care about counter-spells!" Both ladies let fly and hit with great accuracy, delivering a gout of fire damage to the ship and crew.

Sindawe grabs the initiative by taking the wind and successfully shifts starboard to avoid additional cannon fire. The *Araska* rams the *Black Bunyip's* aft quarter (8d8) as the *Bunyip* fires its cannon; only one bears and its grapeshot does little damage to the hull.

THE CREWS BATTLE BLADE TO BLADE

Both crews pick themselves up after the vicious collision. The notable figures aboard the Bunyip are *Captain Baumann* in her big hat, *Shantar Froese* the elf with bow and wand and *Urthag*, an orc covered in fetishes to some dark god.

Tommy and Hatshepsut leap across first, though Tommy makes his crossing stealthily. Samaritha Recalls her *Fireball* and blasts the Bunyip's stern - burning crewmen throw themselves overboard, screaming. Captain Baumann leaps upon the aft castle's railing, brandishing a cutlass and pistol. She screams "You'll all die!" as she cuts a belaying pin in half (Dazzling Display plus 31 Intimidate check), causing all within 30' to be Shaken (22 is the closest challenger). The pirates on the deck of the *Araska* cross over to join the melee.

Shantar casts *Web* on the foredeck of the *Araska* catching its gun crews as they rush up to join the fight from below. Urthag squeals and grunts like an orc while casting *Bless* upon his crew. Wogan runs over to the wounded and uses a Healing Burst - Bel is stabilized, Little Mike regains consciousness, and Big Mike is healed. Serpent and Saluthra leap and crawl across. Daphne takes to the sky with *Fly*.

The *Bunyip's* crew fires five swivel guns (the crew manning the other three are down). Two are fired aft at the boarders, missing the rogues and monks and dealing only half damage to Serpent and Saluthra. The other three blast the boarding *Araska* crew (22pts), including sneak attack damage (the victims are still flat-footed). Gareb falls to the deck, critically wounded.

Hatshepsut grabs a line to land on the aft castle and begins attacking Captain Baumann. Samaritha shoots Baumann with a *Scorching Ray* (18pts). Hack'em Harriet (a Baumann lieutenant) attacks Hatshepsut with dirty fighting (24pts) and pushes her back to fall onto the deck below. Sindawe runs past the falling Hatshepsut to gain the aft castle.

The *Araskans* begin battling the *Bunyip's* crew. Daphne helps by hitting the foredeck of the *Bunyip* with *Glitterdust*. Shantar uses *Dispel Magic* on Daphne; he fails to affect the *Fly* but does inadvertently remove the *Dominate Person* that Samaritha uses to control the sorceress.

Urthag begins a fire spell to use on the webbed pirates, but loses it when Tommy Blacktoes drops from the rigging to sneak attack him (25pts, plus 2 Str points from scorpion venom). Wogan casts *Silence* on Tommy to further shut down Urthag. Urthag hits Tommy with a morning star (8pts) while the scorpion venom continues to rob his strength. One of the ex-slave pirates joins Tommy against Urthag, allowing Tommy to fatally sneak attack the orc (18pts). Tommy tumbles toward the Shantar, who has begun to fire flights of arrows at the two officers besetting Baumann.

Serpent joins the fight on the aft castle and bashes Baumann (28pts). Saluthra crushes a crewman. Crewmen attack the wounded Hatshepsut (14pts), forcing her to duck into the aft castle, slam the door shut, and cast *Cure Moderate Wounds* upon herself. Weapons pound against the door at her back.

Samaritha, realizing that Daphne is no longer *Dominated*, keeps her eyes on the flying spellcaster. Daphne swoops down and grabs the fallen Gareb's *dragon staff*. She then transforms into a blue dragon! Samaritha yells, "She's free... And blue dragons get breath weapons!" Webbed pirates start wetting themselves. Wogan yells back, "Yes, thank you for that!"

Baumann uses *Corsair's Luck* to carve large chunks out of Serpent and Sindawe (18pts each) until Sindawe stuns her with a punch (12pts). Shantar shoots arrows aft, hitting Serpent several times (8 and 9pts). Serpent's rage keeps him standing as he pounds Baumann repeatedly with his staff (33pts). Baumann's crew pushes Sindawe away from Baumann but they fail to move the raging Serpent. Sindawe runs up Serpent's back to leap at Baumann's head (8pts) while screaming, "Daphne, you dumb whore!" He critically hits (8pts), which gives Serpent an AoO against Baumann - he savages her head (24pts) and drops her.

Daphne the blue dragon lands in the Bunyip's rigging, growls, "No one calls me a whore!" and blasts the aftcastle with lightning! Sindawe easily dodges clear and pushes Hack'Em Harriet in front of Serpent (at the cost of his last gold coin). The woman takes all 41pts of electricity damage, saving Serpent's life. Her bones explode from the blast and the smell of burned marrow fills the ship. Burned and screaming *Bunyip* crew fall to the deck.

Shantar sees his captain fall and screams, "Morgan!" He swings up onto the aft castle and sneak attacks Sindawe (25pts) with the help of a remaining crewman. He fails to slip on the gore strewn deck. Serpent climbs into the rigging and drinks a *Cure Moderate* potion just as his rage fails. Saluthra kills another *Bunyip* crewman with her crushing coils.

Hatshepsut steps clear of the door she had her back to letting the first pirate charge in. She plucks out his throat as he runs by, spraying blood.

Sindawe threatens to kill Captain Baumann unless the *Bunyip's* crew surrenders. Wogan spends his last gold coin to make it happen. They surrender. *Araskan* crew begin snatching weapons and valuables off them. Shantar the elf surrenders his sword to Sindawe, "For my lover's life."

MOP-UP

Daphne the blue dragon begins flying gracelessly away. Samaritha flies after her and tries *Dominate*. The dragon continues flying away while it breathes lightning on Samaritha. The injured woman returns to the *Araska*.

Wogan frees webbed crewmen by burning the web away. Serpent and Hatshepsut stabilize the fatally wounded aboard the *Bunyip* until Wogan arrives. He uses *Healing Bursts* to recover an impressive 52pts of wounds.

The prisoners include Captain Baumann, Shantar, and eighteen pirates, including one that may or may not be Peg-Leg Pete.

Sindawe orders, "Kill the elf."

Shantar protests just before he is stabbed to death, "But I surrendered fair and square."

Sindawe says, "Pirate rules. No one said you were a pirate and by the rules we only have to treat pirates well. Thank you for surrendering." The body is stripped and thrown overboard.

Sindawe kicks Baumann in the head, then kneels and cuts off her thumbs. Baumann awakens during the savage surgery and screams, "I'll kill you all!" Sindawe punches her unconscious, then orders her thrown into the *Araska's* brig.

He yells after the departing prisoner and jailors, "Don't forget to spit in her food! I want to see people dehydrated!"

Sindawe singles out the peg-legged prisoner, "Are you Peg-Leg Pete?"

The prisoner answers, "Maybe. Depends. Do you think Peg-Leg Pete is a pirate?"

Sindawe smiles, "It's a yes or no answer. Are you Pete?"

The prisoner declares that he is.

Sindawe nods, then addresses the prisoners, "Will join my crew?"

A pirate asks, "Who are you?"

Sindawe shouts, "I am Captain Sindawe. My ship is the *Teeth of Araska*. My officers are Serpent, Wogan, and Tommy Blacktoes. Will you serve?"

No one bothers to ask if what the alternative would be. They all agree.

JJ approaches the officers and says, "Hey, hey. You know why thumbless people can't betray you?"

A concerned Sindawe replies, "No. Why?"

JJ hunches over and talks in a stage whisper, "Hey, do you know whose going to betray the captain?" He looks around conspiratorially, "This guy!" He begins poking his own chest, but keeps his thumbs hidden indicating that they have been cut off. The conspirator is crestfallen to realize that he can't identify himself as "this guy!" This amuses the command staff greatly.

Both crews are put to work repairing the ships. There is much damage but luckily it can be addressed at sea. However, the damage must be addressed before they can navigate the hazards of the Azlanti Islands.

The officers inspect the prize. The *Black Bunyip* is 60' long, with a 15' beam, two masts with lateen sails, 8 12 pound cannon, 8 swivel guns, and one 9 pound chase cannon.

The officers discuss crewing their vessels and agree that each will be crewed by an even number of loyal and prisoner pirates.

Sindawe asks Wogan, "Do you want to captain this vessel back to Riddleport?"

Wogan says yes without much enthusiasm, but then adds, "I'll need officers. Give me Venjum for his sailing experience, plus Hatshepsut and Tommy for muscle."

Sindawe agrees, then smiles, "You know Tommy and Lavender Lil are a set, right? You'll have to listen to them bump uglies all night long through your cabin wall."

Wogan grimaces. "Yeah, but I've been listening to them go at it so long, I don't think I can get to sleep without it."

CLIFFHANGER

The officers discuss the return trip to Riddleport. They must sail north, past the doldrums, and into the icy northern water lanes. Then they will turn east.

Serpent declares, "I bet there will be vikings."

Wogan chuckles and adds, "I bet there will be a blue dragon."

Sindawe nods, "As long as they're not working together."

The players are happy to find that their characters have leveled up to 7! And each has earned an infamy point for doing so.