

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 12/30/2012

### TODAY'S EPISODE: AN UNUSUAL ROUTE

Our heroes are sailing the damaged vessels, *Teeth of Araska* and *Black Bunyip*, to Avistan and eventually home to Riddleport. But first they must cross the Steaming Seas and land at Hermea. Our heroes are:

- ♣ Captain Sindawe H'kilata Narr of the *Teeth of Araska*, the fist-punchin' Mwangi monk (Chris).
- ♣ Bosun Ref "Serpent" Jorensen, the staff-bashin' Ulfen druid/ranger and his snake Saluthra (Paul).
- ♣ Samaritha, the wand-blastin' serpentfolk wizard in the guise of a pretty half-elf, and now Serpent's wife!
- ♣ Hatshepsut, monk and high priestess of a lost civilization who doesn't savvy much Common and her cobra Naja.
- ♣ Captain Wogan of the *Black Bunyip*, the pistol-packin' celibate cleric of Gozreh (Patrick).
- ♣ Bosun Tommy Blacktoes, the staff-slingin' sneaky halfling rogue (Kevin is playing today!).
- ♣ Lavender Lil, a buxom tiefling ex-prostitute, and Tommy's girlfriend.
- ♣ With them are the pirates of the *Teeth of Araska*, about 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.
  - ♣ 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.
- ♣ Also are the recently captured 20 or so pirates of the *Black Bunyip*, whose captive captain Morgan Baumann languishes without her thumbs in the *Araska's* brig.

## *MAKE FOR HERMEA*

The *Black Bunyip* and *Teeth of Araska* limp from the battle site having fought to a standstill four Mordant Spire elf skimmers and an angry sorceress with a *Staff of the Dragon*. To some degree three of the skimmers are able to pursue but opt to lick their wounds instead. The fourth skimmer sits unfired with a single crewmen left alive (and blind). The sorceress is now dead and Serpent has her staff.

The ships leave the Mordant Spire elves far behind. That night the officers hold council. They need a port to make proper repairs. Given a choice between Hermea and Ulfen lands, they decide on Hermea. And in the evenings Wogan will use *make whole* to repair the worst damage. As it turns out he and the carpenter's are able to complete those repairs in only three days.

The frigid weather freezes ropes and bashes sailors. Sindawe and Wogan spend this time asking the ex-*Black Bunyip* crew about their possible criminal issues between at Hermea. The answers vary from "I have no idea because I'm new" or "I don't pay attention to stuff like that" to "Well, Capt Baumann was pretty careful and didn't sail this area much... so, maybe we'll be OK."

The crews are excited about landing in Hermea for a specific disturbing reason – the dockside prostitutes there are only allowed to perform anally, because of some kind of local eugenics law. They find this deeply fascinating. The command staff is mystified and asks for explanations of this several times, but eventually lose their stomach for the answers they receive.

## *WRETCHED SEA MONSTERS*

On the fourth evening, both vessels are sea anchored within 80' yards of each other. The first watch is Sindawe, Orgon One-eye, Natulcien, and Slasher Jim aboard the *Araska* and Wogan, Tommy Black Toes, and Bel the Eunuch on the *Bunyip*.

Tommy and Wogan see a fog envelop the *Araska*. Wogan orders crew awakened to launch the boats. Tommy climbs the rigging to spy out what is happening. JJ the sea-homunculus is sent immediately to find out what is happening.

Sindawe sends Natulcien to wake up the rest of his crew.

Lights appear in the fog and drift closer and closer to the *Araska*.

Sindawe orders the murder guns fired at the lights. Slasher Jim fires. Orgon's gun blows up (ropts)! The rest of the *Araska* crew awaken quickly at that. Hatshepsut, Little Mike, Big Mike, and others come out on deck.

Tommy's boat launches immediately for the *Araska*, while Wogan's loads a murder gun.

There's a big splash and a soaked Valentine staggers by Sindawe. "What happened?" he demands. Valentine is knocked down by a jet of water before he can reply. Sindawe spies a swell in the water moving beside the ship. He demands Samaritha come up on deck to *fireball* it. A short time later a tightly bundled Samaritha is on deck demanding, "What?"

She fireballs the strange water, then the pair is greeted by super heated jet of water (8pts). Sindawe notes that the jet came from nowhere in particular, because of fog, invisibility, or other supernatural power. He orders, "Time to sail!" Crew move to comply.

JJ climbs aboard to report, "There's a sea monster! A big reef-claw looking thing with wings."

Sindawe demands, "What are Wogan and Tommy doing?"

JJ replies, "They're bringing boats over here."

Sindawe grabs up and tosses JJ toward the *Bunyip* while yelling, "Warn them off. We're getting out of here." Splash!

A short time later JJ jumps aboard Tommy's boat and fills him in. Tommy's crew turns the vessel around.

Wogan is directing the loading of a murder gun when he is knocked overboard by a jet of water. He casts water breathing on himself and pulls his trident out. He is hit by hot water (2pts) as he attempts to climb out using a rat-line on the *Bunyip*. Then he is bitten in the calf (1pts).

Tommy orders JJ to swim to Wogan's aid.

JJ really thinks about then asks, "Can I see Lil naked?"

"No. You can look at the figure head!"

"I'll take that as a 'YES!'" Then it leaps overboard.

The Araska starts to clear the fog.

Several members of the *Bunyip's* original crew recognize that the moment for mutiny is ripe; all of the more impressive *Araska* pirates are off the vessel! The pirates weigh the opportunity against their remote location from Riddleport and that Captain Wogan has led them well and has even been compassionate. They throw ropes to Wogan. They start pulling him aboard while shouting encouragement.

Wogan tries *repel vermin* as he sees JJ yanked below the surface by a claw. JJ pulls free and climbs atop Wogan. The creature attacks Wogan directly, giving him a glimpse of a scaled serpent like creature with claws and gossamer wings. Wogan is grappled by claws and pulled underwater.

JJ claws back at it. The creature tries a spell on Wogan but fails. Wogan stabs at it frantically with his trident. Tommy leaps overboard to help. The creature breathes a cone of super-heated water (6pts). Tommy sneak attacks it (12pts).

The creature continues damaging the grappled Wogan. It also uses a *cone of water* to push Tommy backwards. Wogan finally stabs it hard (8pts), killing it. He swims the dead creature back to the boat. He and Tommy are dragged aboard.

By this time the Araska has cleared the fog and head's closer to the Bunyip. Tommy is taken below by Lil to "get warmed up". JJ sneaks into their cabin just before the door closes.

The crew surrounds the corpse. Tybor announces, "It is a *tide worm*. They're good eating." Other crewmen nod at this sage advice while a lone voice opposes with, "They might taste like pumpkin pie, but that doesn't mean I'm going to eat that nasty critter!"

Several hours are spent lashing the two ships together. This will be the new nightly camping ritual, because being separated by 80 yards of dark and cold ocean just isn't cutting it. Wogan's cook prepares the tide worm for eating at the captain's table. The meal is middling given that the flesh is rubbery like an ill cooked lobster.

### *THE NEXT FEW WEEKS*

The next few days are uneventful with only the occasional stingray surfacing. If the weather were better the pirates might actually be grateful for the lack of sea monsters.

Wogan spots a merman with a tentacled lower body. He demands everyone arm themselves. Sindawe decides 'better safe than sorry' and orders, "Clear for action!"

Nimbor declares the creature to be "Octo-man".

Luckily, the merman or octo-man is left far behind.

Several days later some tiny islands are spotted, which probably indicates that the ships have entered the Ironbound Archipelago, which contains the Mordant Spire. They consult their charts and adjust course for Hermea. Sharp lookout is kept for skimmers or Ulfen, but none appear.

### *HERMEA AND THE PORT OF PROMISE*

A week later they are at the island nation of Hermea. It is a lush jungle covered island that enjoys mild weather. Several galleys flying white banners with gold dragons challenge the pirate vessels. The pirate vessels raise their Riddleport flags, but not their pirate colors.

The Hermea ships demand to 'board for inspection' and they do so. Most of the pirates see their first Hermean citizen; they appear to be perfect human specimens ala the slaves from Starz' *Spartacus* series. Several pirates give appreciative whistles; they have been at sea for awhile.

Sindawe and Wogan stick to their pre-arranged story: "We pursued the rogue vessel *Black Bunyip* out to the Azlanti islands, where we captured it. We are now returning to Riddleport. No, we are not pirates. In fact, we have been indulging in trade with remote outposts including the Andorian Colony!" The Hermean officers ask a lot of questions while reviewing the ship's logs. They don't appear to buy the 'not pirates' portion of the story, but they are unable to find either vessel on the 'known pirates' list.

A Hermean officer reads from a prepared script, "You may dock in Promise. You cannot pass the sandstone walls. The island is governed by the Council of Enlightenment. Trade in only permitted at the docks. No immigration is permitted. No organized religion is permitted. Do not land anywhere else on the island. You are not permitted to get Hermean citizens with child. We have additional laws - they will be explained as they come up. Enjoy your stay. Don't forget to visit the gift shop." The command crew isn't sure if the stories that Hermea is ruled by a gold dragon that eagerly burns pirate ships to the waterline is BS or not but they aren't inclined to risk it.

Both vessels are assigned a slip number. A short time later they enter Promise and dock. Both crews cheer happily and begin singing, "Any Port in a Storm!" It has many lewd lyrics. The docks have other deep water sailing vessels. The port defenses are impressive and well-manned; there is a large sandstone wall separating the rest of the city even from view of the dock district.

The officers have a quick meeting. Repairs and switching cannon between the two vessels will take a week. Which means the crew will have to be closely watched. Watches, work assignments, and leaves are organized. A very small pay-out (20gp) will be given to each crewman when it is their turn for leave. Punishment assignments are handed out to crewmen who are late or absent for duty.

Ultimately, the repairs go well returning the *Araska* to fighting trim. Switching the cannon also goes well; this 'up guns' the *Araska* greatly.

### *HOW DID YOU SPEND YOUR SUMMER VACATION?*

On the first day, Sindawe takes Hatshepsut out for the evening: a nice restaurant, the local sites, and a long walk. He makes this romantic gesture because she returned his vision during their last sea battle... and let him blind the responsible elf wizard. Temple life has left Hatshepsut bewildered by the rituals of mundane life. Temple life has also taught her to be guarded in all things, such that it is second nature for her to be 'unreadable'. So, Sindawe is left to assume the evening was a success because Hatshepsut didn't leave early or punch him.

The pirates get to witness a reception ceremony for new citizens to Hermea. They also learn a lot about Hermea from the citizens, who enjoy telling visitors about their wonderful country (and by corollary how miserable any other country is). Imitating the smug citizens becomes a favorite past time for the pirates.

Tommy takes a rare moment to reflect upon his secret missions:

- Revenge for Ghost Dog the Pirate - Tommy agreed to avenge Ghost Dog in return for that ghost's magic cutlass and mark of favor. Tommy must investigate the Shark Cult and find their connection to Ghost Dog's untimely though undoubtedly well-deserved death. He learned from the crew of the Black Bunyip that the Shark God follower who betrayed Black Dog, the Stormdaughter, is on the *Crimson Shark* with the serpentman posing as Elias Tammerhawk.
- Spread the Cult of Noctacula, as per Seyanna the Succubus' orders - Yes, Tommy and Lil are working for Seyanna. In return for limitless empty yet highly satisfying sexual encounters and Noctacula's mark of favor, her followers must proselytize. However, that is a dangerous activity because the cult is illegal and/or poorly received in many places and by many individuals.

Given the lack of Shark Cult activity - remember, there's no organized religion allowed in Promise - Tommy and Lil decide to do some proselytizing on the sly. They take a tour of the local brothels and eventually set their sites on a 'brazen strumpet' named Britt. The pair manage to seem exotic and caring, rather than creepy and predatory. They pay for sex, have lots of 'free' sex, discuss local news and laws, and have deep conversations about the metaphysical aspects of lust and darkness. Britt seems like a good choice because she's a spoiled, rebellious fourth generation Hermea citizen. She doesn't like the rules and is largely failing to see the link between the rules and Hermea's prosperity. And she's happy with the sex trade. 'Take that establishment!'

Gradually, they convince her that the sex trade can be even more pleasurable for her, as well as a path to power... if she's open to new things... like religion. They ratchet up the stimulation along with the religious talk. Soon enough they have her on the hook and eager for more.

They summon Seyanna the Succubus aboard ship and explain that they have a sucker, err, recruit. Seyanna assumes the most pleasing feminine form (Selma Hayek) that Lavender Lil was able to read from Britt's mind. The trio arrive at Britt's residence for an orgy of illegal sexual acts, after which Britt joins the ranks of Seyanna's Cult of Noctacula. She receives the mark and gains Noctacula's gift (bonus to one attribute).

The Taldan vessel *Riptide* is also docked at Promise. It is captained by Rex Rivengob (sort of a French man with a harelip). Their mission is to sail to the far corners of the known world to show the flag of Taldor. Wogan finds this out by drinking with the *Riptide's* crew during the week.

Wogan also assigns JJ the job of grabbing hull wood from each vessel in port. Each piece of wood is carefully labeled with the ship's name, captain, crew, etc... Just in case they need to track those vessels in the future.

Stoke spends his money quickly, buying items for his new wife, Tegan.

Gareb gets a local girlfriend... not a whore but an actual girlfriend.

Dario steals something. Hermea officials quickly and efficiently detain him, convict him, flog him, then release him.

Ori comes into more money than was paid out. He buys everyone drinks!

Kahina has an unpleasant sexual experience with one of the locals. Turns out they're not superior in all ways.

JJ spies on everyone having sex.

Claxton spends his money in the first 24hrs, mostly because he doesn't really understand the concept having lived in the socialist style Andoran Sun Colony.

Nimborn makes good trade in drinks for his nautical lore.

### *CLIFF-HANGER*

The pirate officers plot a course for the Arm Ripper Shrine, which is located amongst the islands shielding the western side of the Varisian Sea. That shrine has the ability to restore missing limbs and their crew are missing quite a few. After that they will return to Riddleport to collect the *Bunyip* bounty.