

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 06/30/2012

### TODAY'S EPISODE: NIP AND TUCK

*The Teeth of Araska* (TOA) had been docked at Riddleport for 12 days and nights. Its crew ran amok blowing off steam. Their stay ended with a "patching in" ceremony and a huge accompanying party. That party was briefly interrupted by an attack made one of Elias Tammerhawk's minions, who was killed. The next day the ship set out for piracy in the Varisian Bay and points further south. Our heroes are:

- ▲ Captain Sindawe H'kilata Narr of the *Teeth of Araska*, the fist-punchin' Mwangi monk (Chris).
- ▲ Quartermaster 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!
- ▲ Ship's Surgeon Hatshepsut, monk and high priestess of a lost civilization who doesn't savvy much Common and her cobra Naja.
- ▲ Chief Gunner Wogan, the pistol-packin' celibate cleric of Gozreh (Patrick).
- ▲ Bosun Tommy Blacktoes, the staff-slingin' sneaky halfling rogue.
- ▲ Lavender Lil, a buxom tiefling ex-prostitute, and Tommy's girlfriend.
- ▲ With them are pirate crew *Teeth of Araska* pirates:
  - ▲ Survivors from the ship's previous pirate crew
  - ▲ Ex-slaves escaped from their Chelish owner (Martino Marcellano)
  - ▲ Recruits, now old hands, acquired during the 1st Azlanti Island voyage.
  - ▲ 15 or so ex-pirates from ex-captain Morgan Baumann's, *Black Bunyip*.
  - ▲ New recruits, most with considerable sailing skill, found in Riddleport.

#### *Captain's Checklist*

- Identify prime shipping lanes now with Navigator Sempronia.
- Identify the spy - Melella, Sempronia, or one of the new guys. There's got to be at least one.

- Identify the other spy - those that used to work for Morgan Baumann.
- Identify training opportunities for the crew.

### *Sickness Aboardship*

Zita and several other crew men complain to Wogan of sickness. Their immediate officer doesn't believe them, mainly because their complaints surfaced when their shift started. George Peters and Prand have various STD's. Little Mike and Zita have a communicable disease called the Devil Chills. That sickness includes fever, chills, and a high persistence requiring lots of medical attention to resolve.

Wogan tells the STD ridden sailors, "Sit tight. You just have sex diseases."

He orders the Devil Chills ridden sailors into quarantine. Examining the rest of the crew reveals that the Kent the Rusty Butter Cutter also has the disease. Kent claims to feel just fine and refuses to be quarantined. Sindawe beats the man until he complies.

That day and the following days, Wogan and Serpent use *Lesser Restoration* to restore crewmens' lost ability points. In addition, Wogan uses *Remove Disease* on all of the pirates. Zita's Devil Chills resists.

### *Engagement Declined*

The lookout says, "I hear cannon."

Sindawe orders, "Let's sail in that direction then."

One vessel is responsible for all of the cannon fire. Its victim appears to be a fishing vessel. Despite spy glasses the pirates cannot tell who the combatants are. They decide to continue their journey to Conqueror's Bay.

The officers confer with their new navigator to determine where the best hunting grounds might be. She offers four alternatives and they settle upon just south of The Lady' Light. The ancient lighthouse guards a point of land that shipping traveling between Magnimar and the south has to tack around if they are not interested in going much further out to sea.

The lighthouse is a 200' high statue of a woman holding a staff. The light emanates from the staff's tip. Samaritha gives the crew a historical dissertation on the site.

Wogan spots an electric eel following behind the slow moving vessel (still light wind). Serpent assures Wogan that the eel is no danger to the ship. It is probably attracted to the ship's garbage.

Zita loses even more strength that night. The next morning Wogan saves her life with a *Remove Disease*.

### *Hunting in Conqueror's Bay*

The first day produces no sightings.

Lefty is seasick which seems unusual giving that the seas have been calm and he's been sailing for four months.

Sindawe warns Wogan that Lefty might be a girl and it might be morning sickness.

Wogan says, "OK. But that usually happens earlier."

Hilarity ensues.

The pirates spot a hulk (like a cog but larger). They decide to investigate; they fly the Chelioxian colors, load cannon (but don't roll them out), and otherwise prepare for battle. The hulk runs for it, but sticks to the coast because its design isn't known for being sea worthy.

Wogan estimates the crew size at about two dozen based on the vessel's two square-rigged sails.

The *Teeth of Araska* pulls along side and raises its pirate flag. In reply, the hulk, *Sbaron's Grotto*, continues maneuvering away. Despite that the pirates swoop in and grapple the hulk handily.

Serpent and Sindawe lead three dozen pirates in a boarding action, while Wogan remains behind to captain the vessel. Wogan orders several crew up to the crow's nest to keep watch, fearing that the hulk is a decoy for something worse. The hulk's crew does a credible job of resisting the boarders but quickly surrenders after they see how many boarders there are.

Serpent demands, "Who are you? Who's in charge? What are you doing here?"

*Sbaron's Grotto's* captain steps forward, "I'm Captain Buck." The man lacks the garish dress and mannerisms typical of pirates and most other navies.

Interrogation reveals that their ship is making a cargo run to Magnimar. They have bales and bales of cargo: mint, mustard, coffee, and nuts.

The TOA can hold 75 tons and the crew can move 10 tons/hour (if maximized).

Sindawe decides, "OK, we will stay for two hours, then we're out of here. Serpent, take four or five guys and look for anything better." They loot:

- a masterwork steel shield (given to Prand)
- inferior quality silver holy symbol (14gp) – of an unknown goddess, looks like an

angel.

The Araska sets sail with 20 tons of mint, mustard, nuts, and coffee, leaving the *Sbaron's Grotto* to complete their cargo run a bit short.

### *More Discoveries*

Dum-Dum, the look out, notifies the captain of a floating box. The captain orders the ship stopped and sends a ship's boat to pick up the small box.

After the ship is back underway the officers examine the box. Wogan's *detect magic* finds nothing. He and Serpent fail to open the box, which lacks the typical "lid and lock" feature. Luckily, Samaritha unlocks the puzzlebox easily. Serpent finds a dozen copper coins inside. Frustrated, they search the box thoroughly then disassemble it, but there is nothing more.

Serpent asks Wogan, "Hey, try an invisibility purge." Wogan does so revealing Lavender Lil sunbathing naked invisibly on the poop deck. She leaps up and runs below amidst whoops of delight from the male crew. Nothing else of value is detected.

Three hours later Prand calls out, "Ship ahoy!" Sindawe climbs up for a better look. He spots a sloop about the same size as the *Teeth of Araska*. It is behind on a different vector. The pirates maneuver to give chase before Sindawe realizes they have the weather gauge. The TOA gains the gauge and closes to sighting distance, meaning no one knows if the vessel is armed or not.

The TOA gains from "in sight" to "long range". Those pirates not busy with sailing crowd the rail. The other vessel is the *Broadsword*, flies no flag, and what might be a cannon on the main deck covered with a tarp.

Sindawe orders the cannon loaded, the pirate flag raised, and the chase cannon put into action. Wogan takes over the chase cannon. The *Broadsword* fails to maneuver for long range raking fire; they also fire their rear cannon.

The vessels close to medium range, allowing Wogan to use *control water* on the *Broadsword*. The enemy vessel drops into the water trough and is slowed. Other crew fire the chase cannon, destroy a starboard, stern hull segment. In reply, the *Broadsword's* mage casts a spell that fills the ship's sails and rockets it out of the water trough. Water explodes wildly from the impact; their forward mast is damaged by the maneuver.

The TOA attempts the "fire as she bears" maneuver, but doesn't hit. Samaritha tries a fireball, hitting starboard aft, setting it afire. The *Broadsword's* crew pulls canvas aside to reveal a full complement of cannon, but they are unable to get a shot on the TOA.

The *Broadsword* moves to short range for a broadside. Wogan manages the TOA's guns well, scoring three hits on the *Broadsword* (38, 39, and 37). Samaritha hits with a second fireball setting afire a stern side forward hull section. Half of the *Broadsword's* hull sections are damaged with four being crippled; about half-a-dozen crewmen are dead or wounded.

The *Broadsword's* own broadside hits the TOA's starboard twice. Their mage uses a *spectral hand* spell to place a *lightning bolt* on board the TOA; pirates leap out of its flight path and are only lightly singed (6pts).

The TOA closes to close range to *cross the T* on the *Broadsword*, destroying a hull section mid portside and injuring several crewmen with shrapnel. The *Broadsword's* chase cannon misses. The short range allows their crew to fire crossbows and eight swivel guns. They hit four times with the guns, putting four pirates out of action and injuring 10 more.

The TOA returns to short range as the gun crews loading cannon. Wogan uses a *healing burst* to return a group of pirates to the action. A *Spectral Hand* chases Samaritha around the deck, but she dodges it. The *Broadsword* crew fires crossbows at more TOA crewmen.

The TOA uses *fire as she bears* maneuver to rake the *Broadsword* with grape shot from all four cannon, one of which is a critical hit (55pts, DC 17 for half). The hits remove most of their crew unit #2 from the fight. The *Broadsword* fails to return cannon fire; one crew section makes minor repairs, one crew section puts out a fire (one of two), while another crew section fires crossbows. Samaritha peppers the captain with *magic missiles*. Their mage does the same to Samaritha.

The TOA repeats the *fire as she bears* maneuver with its port guns, unwilling to narrow the distance for fear of the *Broadsword's* close range weapons. Two guns rake the crew with grapeshot (22 and 25pts), killing and wounding even more crewmen. Samaritha shoots their captain again.

The *Broadsword* is able to outmaneuver the TOA, narrowing the distance to close. The TOA manages to stay clear of their broadside while replying with her swivel guns, killing and wounding even more crew. The *Broadsword's* swivel guns wound many pirates in turn. Samaritha hits the captain with a *scorching ray*. Their mage breaks the TOA's mainmast with a *lightning bolt*.

Sindawe orders grappling and boarding. A group of pirates shower their mage with hand axes. The grappling happens, with the ex-Bunyip pirates forming the first wave. They land amidst gore and crossbowmen, kill an enemy combatant and disrupt the crossbow fire. A second group of privateer crossbowmen fire to no effect. The last group of privateers fires their crossbows and drops a single pirate.

Serpent crosses and horribly wounds a privateer. Samaritha hits their captain with *magic missile*. Hatshepsut kills a privateer with a critical hit. Sindawe swings a line to drop down next to the enemy mage, who is a half-elf in a Pathfinder themed fight promoter outfit. That mage withdraws using *fly*. Serpent spots the captain at the back of the melee press, tying a message to a falcon, which he releases. A Keleshite looking privateer throws a net at Sindawe but misses.

The half-elf mage flies out further, then fires a *lightning bolt* into the first group of boarders, downs one and wounds three despite the press of friendly combatants. The *Broadsword's* captain staggers at Serpent with a short sword, but doesn't have enough vigor left to swing. A small group of privateers surround Sindawe, who kills several. Pirates and privateers melee each other. Wogan hits that melee with *unholy blight*, reasoning that his pirates are evil and therefore immune, wounding the privateers lightly (they are neutral). Serpent shoots the fleeing falcon with his longbow, missing as the staggered captain stabs at him once ineffectively. Hatshepsut returns to Samaritha who casts *fly* on her.

The flying mage fires a *lightning bolt* at Serpent who pulls the staggered captain into place as shield, bouncing the bolt into the distance and scorching the message off the falcon's leg. (Yes, an Infamy Point was used to do that.) Hatshepsut flies at the mage. The pirates continue slaying privateers, even the ones surrendering. A whistle is blown by some junior officer causing seven privateers to cross to TOA and begin destroying valuable equipment (sail, lines, the wheel, etc...). Wogan shoots one dead, then Samaritha shuts down the remaining six with *slow*. Fourteen or so pirates hack at the slowed privateers. Sindawe kills several privateers still fighting. Some privateers continue surrendering, but are cut down by the pirates full of blood lust.



The flying mage sees that the battle is utterly lost; he flees. Hatshepsut gives chase. He escapes easily, thanks to his fly skill.

Serpent continues firing his bow at the falcon until it escapes his range. Wogan, Melella, and several pirates use heal checks and healing magic to stabilize the dying. Thanks to this triage effort none of the pirates died though several will be in sick bay for a while.

Damage parties are put to work on the TOA, while the officers oversee looting:

- The captain: grooming kit, holy water (2), masterwork breast plate, masterwork long sword, masterwork short sword, +1 seeking composite long bow (Str +3, made of Paeliel, which Melella is able to identify)
- The Keleshite: +1 chain shirt, potion of stabilize (2).
- The crew: mw light crossbows (40), 600 gp in assorted monies
- Eight swivel guns, a chase gun, gun powder, and ship stores (mainly for repairs)
- Cargo - nothing

The privateers don't have uniforms but have the look of professional military about them. Tommy and Wogan locate the ship's papers, which Tommy declares to be a forgery. The papers declare the ship out of Rahadoun, but the dead crew look like they are all out of Avistan except the Keleshite. The whole thing stinks of secret state sponsored piracy.

Serpent is convinced that the escaped mage can make it to land, which is only six miles away. So, he convinces his wife, Samaritha, to send threats to the mage with a *message* spell. Initially she balks at this until he says, "I know you can be threatening and this is important!"

She sends this message: "Greeting sub creature. Your silence on this matter is demanded by her majesty's legions. Any other action will earn our unending malice. Out."

The entire looting takes three hours, at the end of which the *Broadsword* is sunk. The navigator Sempronia says, "I know of relatively secret bay near here where we can rest and repair." The TOA sets sail for that place.

### *The Teeth of Araska's Crew*

- Captain - Sindawe
- Master Gunner - Wogan
- Quartermaster - Serpent
- Boatswain - Tommy Black Toes
- Navigator - Sempronia
- Coxswain - Gareb
- Gunner's Mate - Stoke
- 1st Mate - Mase Venjum
- 2nd Mate - Little Mike
- 3rd Mate - Big Mike
- Carpenter - Tanned Hank
- Surgeon - Hatshepsut
- Crew: Samaritha, Lavender Lil, Orgon, Dum-dum, Slasher Jim (psychopath), Ori (cook), Bel, Pirro, Sevgi, Kahina, Karomander, Delmer, Olgvik, JJ (seamunculus), Lefty, Claxton, Samuel (gunner), Billy Breadbasket (cook), Valentine, Feissian Hareskinner, Taunya (f, gunner), Dario, Zita (f), Clubbreaker Cordell, Gaestel, Tiberiu, Nimborn (gunner), Hovax Littlehands, "Sexy Beast" Sapier (gunner), Prand, Melella (druid), Cannonball Jack (gunner),

Nemo, Kent, Ragged Pete Morgan, George Peters, Long Bonifacio Copper (good gunner), Kitty the Cantankerous, Durt (and some friends).

- Gun Crew, experienced and titled: Wogan (master), Stoke (gunner's mate), Long Bonifacio Copper, Samuel, Taunya, Nimborn, Sapier, Cannonball Jack
- Gun Crew, experienced: Orgon, Delmer, Sevgi, and Mase Venjum

*The Dead, be they Glorious, Terrible or Sorrowful:*

- Original TOA crew: Seven, Mano, Goat
- Ex-slaves: Olhas
- The 1st Recruits: Del, Speg, Rolf, Bojask (rapist)
- The Prisoners: Anga, Nariel, Daphne
- Black Bunyip crew: Jospo Foxkiller, bosun Peg-Leg Pete, unrated Vedui, unrated Gwyllt.