

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 04/06/2014

TODAY'S EPISODE: ON THE ROAD AGAIN

The pirate ships, *Teeth of Araska* and *Wandering Dagger*, has just escaped the Nidalese coastal city, Nisroch, during White Estrid's attack. The escape was not uneventful as our pirate anti-heroes were forced to kill a unit of *Silent Enforcers* and a shipload of Ulfen raiders, but after that it was smooth sailing. Everyone is glad to be free of terrible Nidal and the slightly less awful Ulfen (they eat fish!).

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 is also Serpent's wife.
- ♣ Ship's Surgeon Hatshepsut, monk and high priestess of a lost civilization 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 is a pirate crew made up of professional pirates, escaped slaves, and adventure seekers.

THEY ESCAPE

The *TOA* and *Wandering Dagger* sail through a thin fog down the mouth of the *Usk River* and out to sea where the two ships exchange signal flags. The plan is sail south into Chelaxian waters, flying no flag, and plunder merchant vessels. The *Wandering Dagger* will take the lead because

Captain Clap has sailed these waters many times. The ships will drop anchor each night; traveling at night invites navigation errors and the possibility that the vessels will lose each other.

The TOA's new pirate crewman, Thalios Dondrel, asks questions about the ship's designation. Wogan, Serpent, and Sindawe share with him their plan: To hunt down the Serpent Man known as Elias Tammerhawk. ET escaped *Riddleport* on the *Three Sheets*. That ship was later found abandoned. ET was spotted later on the *Crimson Shark*, captained by the Stormdaughter, at *Port Shaw* near the *Shackles*.

Thalios offers, "If we get some good hauls from the Chelish we can sell them off in Ilizmagorti, which is this side for the Shackles."

Wogan takes Rucia, a Desnan oracle in the making, under his wing. She gets a corner of Wogan's cabin to sleep in. Rucia and Melella make friends being the only two non-evil, non-pirate women on board.

Wogan memorizes gentle repose to preserve Lefty's body as per Captain Sindawe's orders. When asked Sindawe explains, "I plan on raising Lefty from the dead, which will bind his loyalty to me. Plus, his mom will be grateful... very grateful. Really, I just want to sleep with his mom."

Wogan nods at that. His captain has done terrible things but at least this time some good will come from his selfishness.

HEADING SOUTH

Day 1: slow winds with strong sun and clear skies.

Day 2: The TOA's officers present +1 weapons to Mase Venjum, Big Mike, Little Mike, and Sevgi for good service. Actually, no one is clear why Sevgi made the list, as her pirate career has been unremarkable. Captain Sindawe's does a fair job with the presentation; the rest of the crew is not jealous and morale gets a boost.

Wogan starts training Arsonnee, Melella, and Rucia in the basics of firearms. His ultimate goal is to train them as snipers. The trainees have a long way to go.

Wogan cures Bel of his deafness; the poor man was too close to an exploding swivel gun. Wogan also checks up on the swivel gun, which has been fixed by Stoke. He marks it with a big red X.

Sindawe assigns Karomander the job of making metal labels for the newly acquired skulls. He assigns another pirate, who has gotten onto the shit list, to care for the skull barrel (pickling liquid full of skulls and semi-fleshed heads).

The two pirate ships share the shipping intel acquired from Thartane the Necromancer regarding nearby ships:

- a fishing boat
- a barque
- *Dowager Queen*, a Chelaxian caravel
- an Aspis Consortium lugger
- *Robtolot* a Rahadoum schooner

They decide to chase the caravel. Serpent and Sindawe chart the heading (natural 20, for a total of 38). They also determine that will catch up given three days of fair weather and luck.

Day 3: Gray white clouds, a rain with slight chill. Lookout – all clear.

Day 4: Another bright, sunny day. Lookout – all clear.

Slasher Jim, Pirro, Taunya, and Hovac Littlehands are on the night watch when fish men attack. The fish men attack with Aquaman style crossbows, wounding Pirro and Hovac lightly. The crossbows universally break after a single shot; they are poorly made. Taunya sprays the boarders with a swivel gun while Slasher Jim rings the alarm bell. The pirate's engage the boarders in hand-to-hand combat.

Saluthra, a 500lb snake and Serpent's animal companion, watches calmly from the ship's rigging. She is not smart enough to understand what is going and Serpent has trained her to remain calm unless attacked.

The gunfire, fighting and bell ringing wakes up the rest of the crew. Serpent dashes onto deck and orders Saluthra to attack. She crushes a fish man who dies regretting ever venturing into the surface world. Dressed in a sheet, Samaritha dashes out behind Serpent and blasts a fish man with *magic missiles*. Hovac and Slasher Jim take minor wounds from tridents. Pirro kills his opponent with an electrified spear jab. Slasher Jim uses trident and switch blade to kill another.

Another wave of fish men climb aboard and shot a single round from their crossbows. One jumps onto a hatch that would allow more crew on deck. His companions rush into hand to hand combat. One pursues the retreating Taunya only to be stabbed to death by Sindawe's electrified magic spear. The remaining fish men are overwhelmed by pirates. Sindawe knocks the last fish man out for questioning.

Wogan heals the wounded. Some off duty personnel go back to bed. The fish men weapons are put into the weapons locker. The dead are stacked to one side on deck; they will be thrown overboard in the morning to avoid attracting monsters. Pirates gather around the single prisoner who is tied up.

Samaritha gets tired of the pirates calling them fish men and says, "They are sahuagin!"

This news upsets Pirro. "What? Why can't we call them fish men?"

Samaritha explains, "There are over a dozen *fish man* races." She goes into great detail about the differences between them.

Pirro replies, "What? What is the government doing about all these aquatic monsters!?"

The unconscious sahuagin is revived. It hisses at the pirates. Sindawe runs through his languages quickly; the sahuagin continues to hiss. Wogan casts *comprehend languages*; the creature's hisses are nothing more than threats.

Sindawe orders, "Let him be. We will release him at dawn after we're under way."

The watch team is upset that they can't just kill the prisoner. And they are convinced that Saluthra, now returned to the rigging, will see and report any obvious misdeed on their part. They hatch several exotic assassination plans, which keep them entertained until dawn.

The prisoner is thrown overboard the next morning amidst jeering and spitting from the crew. Several crew relieve themselves overboard.

THE DOWAGER QUEEN

Day 4 is another bright, sunny day without precipitation. This is an amazing string of luck given the late winter season. About half the crew is sunburnt. Serpent protects his precious pale skin with a combination of walrus fat and a gigantic gardening hat.

The *TOA* and *Wandering Dagger* settle into a search pattern as they expect to meet the Chelaxian caravel that day.

About noon that day the *Wandering Dagger* raises a Chelaxian flag, undoubtedly signaling to a third ship, probably the *Dowager Queen*. The *TOA* maintains course and cannot yet see the third ship. The *Wandering Dagger* slips closer to its prey then puts on speed. The chase begins. The pirate ships raise their black flags.

The three vessels have roughly the same speed. Profession: Sailor checks are made to determine who has the weather gauge. The *TOA* wins and gets a +2 bonus on speed and maneuver checks, allowing it to enter into the long range band, which puts the prey into sight. Wogan orders the guns loaded with shot, concentrating on the chase guns first.

Meanwhile, the *Wandering Dagger* moves into short range where it is hit by a catapult shot amidship (20hps).

The *Wandering Dagger* enters close range, while the *TOA* enters medium range. Wogan sights the 9 pounder chase guns and fires for effect. A shot hits their hull high on (18pts). Captain Clap maneuvers into place for a broadside that wrecks one of their three masts. The *Dowager* slows greatly, then strikes its colors.

At this point pirating rules take over. The first captain aboard gets to decide what happens to the captured vessel and its crew. The booty is split evenly between the participating ships.

Captain Clap's men board. A short time later a ship's boat is sent to the *TOA* to invite their officers aboard. They join the negotiations in the *Dowager's* command cabin: Captain Clap, Captain Noveau, sailing master Norva Wintarios, four unarmed Chelaxian marines, and several of Clap's crew.

Captain Noveau argues that his ship should be spared because it is hauling only grain and that there are richer targets about. Sindawe and Clap decide that Noveau is hiding something.

Captain Clap offers, "I think you are hauling more than grain. For each crate of something other than grain I find, I will kill a marine."

Noveau offers that there are also gems on board and he'll share their location. But only if no one kills a marine. Captain Clap agrees.

The haul is *three points of plunder* for each vessel in grain and gems. The grain comes in large sacks (10 tons per unit). The gems are in small coffer. The grain is heavy and takes up a great deal of cargo space. The pirates take the grain, but might throw it overboard later to make room for more valuable cargo. The cargo was going from Magnimar to Kintargo.

Wogan takes a piece of the *Dowager's* hull for his ship tracking collection. Captain Clap recruits three volunteers from the *Dowager's* crew.

Wogan claims a marine's long rifle, an excellent sniping weapon. The weapon's owner volunteers to come with weapon. His fellow marines tell him, "You will hang." The new recruit's name is Luca Caletti; the *TOA* officers accept the volunteer.

The two pirate vessels load up on grain (and gems), then travel south where they drop anchor in the early evening. Captain Clap sends a boat over with a rum cask for the crew and a dinner invitation for the ship's officers. Dinner is excellent thanks to fresh stores from their recent stay in Nisroch. The main course is Nidalese horse and small roasted birds.

Further pirating is discussed. Captain Clap offers that they should stay well off shore, traveling north and south in the traffic lanes. Sticking together offers protection from single naval vessels. And a greater chance of spotting prey.

Some merchants prefer traveling in convoys. A crippled convoy ship will often be left behind. However, there are usually have two or three armed cutters, which are dangerous due to their small size and maneuverability. A reasonable counter against such vessels is to have one pirate ship draw them off while the second pirate ship cuts out a fat merchant or two.

Captain Clap, "I wanted to talk to you about Thalios. He has had some trouble with the lads on my ship. I hate to lose him, but it is one of those situations that won't be resolved until Thalios or the other lads are dead... or make up. So, it is good that he's joined your crew. But it looks strange if one of my boys joins you without you sending someone over here."

The *TOA* officers agree that they will look for someone to send over.

Wogan offers to heal Clap's wounded. Sindawe gives Clap a mirrored beetle carapace, which is a great signaling tool especially at night and on overcast days.

Back aboard the *TOA*, Wogan and Sindawe talk Kahina about exchanging places with Thalios. Kahina's sexual reputation, normally a plus on board a pirate vessel, has taken a hit after sleeping with the sea homunculus, JJ. She is open to the idea of switching ships, at least for a while, but is worried that her officers and friends don't want her any more. She will need a day or two to make her decision.