

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 07/13/2014

TODAY'S EPISODE: DEEPMAR PRISON BLUES

The pirate ships *Teeth of Araska* and *Wandering Dagger* were pirating in the Arcadian Sea off the coast of Cheliox. Then they were ambushed the *Dominator*, a Chelioxan warship, captained by *paralictor Devreth Rotani*. The *Wandering Dagger* did not survive the encounter. Captain Clap and most of his crew are dead. The *Dominator's* rigging was destroyed during the battle allowing the *Teeth of Araska* to escape with only light damage, some survivors from Clap's crew, and several ex-prisoners from the *Dominator's* hold.

Our heroes are:

- ♣ Captain Sindawe H'kilata Narr of the *Teeth of Araska*, the fist-punchin' Mwangi monk (Chris).
- ♣ Chief Gunner Wogan, the pistol-packin' celibate cleric of Gozreh (Patrick).
- ♣ Quartermaster Ref "Serpent" Jorensen, the staff-bashin' Ulfen druid/ranger and his snake Saluthra (Paul).
- ♣ Mitabu "Keel Breaker", a Mwangi rogue (Ed).
- ♣ Zoamai "Elf Burner", a black, half-elf sorceress who burned down the Elven embassy in Korvosa (Ashley).
- ♣ Samaritha, Serpent's wife and a serpentfolk wizard in the guise of a pretty half-elf.
- ♣ Ship's Surgeon Hatshepsut, monk and high priestess of a lost civilization and her cobra Naja.
- ♣ 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 of professional pirates, escaped slaves, and adventure seekers.

PIRATE ROLL CALL

Tommy Black Toes tells Sindawe, “I updated the crew list to include the *Dagger’s* crew and the prisoners off the *Dominator*. Should we have them sign the Articles now?”

Wandering Dagger survivors

- Blacktop Bill (quartermaster) – he also has a gift: Captain Clap’s ship log and maps.
- Crazy Jake (master gunner)
- Jacquin Throatcutter (coxswain)
- Courtland Breeden
- “Whitey” York Fawcett – old lineman
- Eamon
- Stormy Sherman (allegedly her real name) – female lineman
- Wekk the Cloven, Shoanti
- Rufus “Howler” Varius

Note: Pirate: War2 Str +1 Dex +1 Con +1 Prof (sail) +5, Toughness, Power

Attack/various AC 13 HP 20 BAB +3 Dmg 1d6+1, except for the three officers who have an additional level.

Off the *Dominator*

- Ex-slave – a Mwangi named Voodoo (real name: Uberto) out of Senghor.
- Ex-prisoner – an older Mwangi male named Mitabu
- Ex-prisoner – a Korvosian female half-elf named Zoamai

BURY THE DEAD

The next day the *Teeth of Araska* crew holds a eulogy for the *Wandering Dagger* during a rain storm. Wogan recites *Gozreb's* prayers for brave sailors, then asks the *Dagger's* crew to say a word. Several do.

Blacktop Bill says, "He treated us fair and only beated us when we did something bad." The others nod reverently.

Sindawe reads the pirate articles as held by his ship to the thirteen recruits, then asks them if they want to join. The alternative is being dropped off at the first convenient and safe place. Everyone opts for a pirate's life. Each is asked to recite their skills and victories (i.e. crimes). Each of Clap's men does so, followed by Voodoo, Mitabu, and Zoamai.

- Voodoo: the ex-slave speaks. It is obvious that he is simple minded with almost no sailing skills.
- Mitabu: "I hate the Chelixians so much that I have dedicated my life to destroying their ships. I have broken the keels of three vessels using my traps. I was captured in Korvosa, betrayed by an informant." Most everyone on board also hate the Chelish, so they cheer Mitabu and demand, "Why do you hate the Chelish?" Mitabu shouts back, "Because they are Chelish!" No one finds fault with that logic.
- Zoamai quietly explains: "I hate elves. They treated me... poorly. I used my magic to set fire to the elven embassy in Korvosa, then burned those who came out. Hellknights finally arrived and rode me down." Most of the crew finds no fault with arson; some folks like to see things burn. And everyone hates elves.

WEATHER THEN VISITORS

The ceremony is cut short when the storm gets worse. The blowing rain stings like needles. Huge waves challenge the ship and its crew. The new crew, particularly Zoamai and Mitabu, prove their sailing skills ably. The *Teeth of Araska* wins free of the storm after three hours.

The ship is anchored at sea for repairs, both from the battle and the storm.

Tanned Hank inspects the damage and announces, “The *Dominator’s* cannon heavily damaged two sections on our hull. And that storm did us no favors. We’ll sail fine with makeshift repairs, given fair weather. But we’ll need proper repairs and more supplies if we want to reliably fight or dance. Give me a quiet dock or island cove for five days and we’ll be as good as new.”

Wogan nods and replies, “We have Captain Clap’s maps and ship’s log. Maybe we can find something in there.”

Sindawe nods, “How long to complete the temporary repairs?”

Tanned Hank, “We will be done late morning tomorrow, if we work through the night.”

Sindawe issues orders along those lines.

Sindawe and Wogan retire to the captain’s cabin to do just that. Mase Venjum, Blacktop Bill, and Serpent also pitch in.

Damage control continues into the night. Lanterns are lit, guards placed. Most of the unskilled crew retire for the night.

Hovax Little Hands and Whitey are in a landlubber’s sling working on the exterior hull. Lavendar Lil directs them from the deck. They largely ignore her orders, though both take time to look up at her ample cleavage. Wogan is in charge of the current shift.

Lavender Lil notices a monster just before it attacks the sling and cries out a warning. She uses *rope trick* to draw the sling back up.

A devilfish leaps from the water and attacks the ascending Hovax with its tentacles. Hovax screams in pain and holds on for dear life. Whitey climbs the rope back onto deck. Wogan runs over and fires a pistol into the monster. Lil casts *grease* on Hovax which keeps the devilfish from dragging him down into the water, but also keeps him from climbing to safety.

Below decks, the gun shot awakens Zoamai. She throws aside her “I hate elves” poetry and runs toward the trouble. Arriving on deck and taking in the situation, she shoots the devilfish with *magic missiles*.

Serpent throws his sleeping wife, Samaritha, off and he too runs out onto deck. He takes one look and decides to jump overboard and kill... something. Sindawe runs through their cabin a few seconds later... The officer cabins are laid out such manner that makes it necessary.

Lil casts *sound burst*, which besides being very loud also pummels the devilfish with sonic energy. Whitey runs for the rigging and begins climbing up.

Wogan uses his *mace of terror* to hit the devilfish... and Hovax with *fear*. Hovax dives into the water to escape from Wogan. Serpent dives overboard with dagger in hand; he stabs the devilfish in the eye. Lavender Lil uses rope trick to rescue Hovax from the water. Sindawe jumps in and punches the devilfish – to death. Mitabu use his whip to grab Hovax and keep him near the ship.

Other crewmen turn out to help, including Bel the ex-slave and ex-eunuch.

Wogan casts *remove fear* on Hovax, then Serpent and Sindawe help haul him back.

Hovax asks Sindawe, “Captain, permission to go below?” he drips blood from the hooks on the devilfish’s tentacles.

Sindawe replies, “Go. Bel – good response to the trouble. Finish Hovax’s shift.”

Sindawe doesn’t say anything when Whitey final climbs down from the rigging, because Whitey has been reliable in other dangerous situations. Some days a man’s spirit fails him.

A SAFE AND QUIET PLACE

The next day has a slight breeze that drives the damp air before it. Early spring! Some clouds are overhead, but no storm threatens.

Damage repair is completed by midmorning. Meanwhile, the maps yielded several likely islands for long-term repairs. They find:

- Staufendorf Island – home to a Chelish noble family complete with a small village and fortress. The island also has a forest (i.e. lumber). Being a noble holding it is unlikely to have any except random visits from Chelixian navy or merchants. However, the *Teeth of Araska* officers, along with Captain Clap, raided the island several years ago taking most of the portable loot with them.
- Deepmar - A Chelixian penal colony, where the prisoners mine ore. Someone recalls that the ore might be magic crystals (pirate swapped tales in taverns are rarely reliable or high yield intel). Ships arrive at intervals to pick up said ore. But the visits should be infrequent, probably because prison labor is surprisingly unreliable.

Wogan says, “I recommend the penal colony, because there’s no telling what sort of defenses the Staufens have added since our raid last year.”

Serpent adds, “Or worse. They might be poor.”

The other officers agree with Wogan, though most are thinking about loot rather than repairing their ship. Magic crystals should be valuable.

DEEPMAR PENAL COLONY – NO GIFT SHOP

Serpent successfully navigates the ship to the island; they arrive about an hour before dark. Wogan suggests approaching under the guise of a Chelixan merchant vessel. Mase Venjum offers that the more Chelish looking crew should be on deck and everyone else sent below. A number of the guns are covered with grain bags to help enhance the “just a merchant vessel” image. A Chelaxian flag is flown and the deck tolerably tidied.

The *Teeth of Araska* sails around the island. There are no vessels or people to be seen. The ship sails up to the dock. A short distance from there is a fort.

The crew is able to see into a palisade surrounding large, single story huts. Chickens wander about freely. Again, no one is about. The palisade walls are sharpened logs. Towers top the walls at several points; they face inward, clearly to keep the prisoners inside. There is an iron bound gate facing the dock.

The ship’s crew waits for several minutes. No one comes out to greet them. Sindawe and Mitabu climb to the crow’s nest and use a spy glass to view the palisade’s interior. The towers and grounds are empty. Unattended crossbows sit in the towers closest to the dock. There are no signs of conflict or disaster. It appears that everyone left... suddenly.

Sindawe issues orders:

- Shore party to leave immediately – Serpent, Saluthra, Wogan, Mitabu, Zoamai, and Sindawe. Rucia begs to come along; Wogan agrees.
- Samaritha is ordered to use flight to scout the island. She casts *fly* and takes off.
- Crew:
 - Load cannon and prepare to repel attackers, especially dockside.
 - Several sailors are sent to the crow’s nest with orders to watch out for ships.

- Mellela, the ship's druid, is ordered to talk to animals for whatever intel can be gleaned.
- Be wary and keep your weapons close.
- Tommy Blacktoes is left in command with Mase Venjum as his second.

Abandoned

The away party approaches the gate. The palisade is a foot thick and coated with a thick resin. The gate is padlocked. Mitabu defeats the lock, then the whole group pulls the very heavy gate open. Mitabu sabotages the lock to prevent being locked inside.

The interior grounds are empty of life. From the front gate the pirates can see a small stone building surrounded by a fence, three large long huts, several other buildings, a second gate that leads to island's interior, and several more towers guarding that gate. Paths of gravel connect the various buildings. The grounds, while spartan and depressing, are clean and well kept.

Several pirates climb the wooden ladders to the two towers guarding the gate. Each tower contains a heavy crossbow and box of bolts. Mitabu finds a dark brown smudge on the floor of the tower, which Serpent confirms is human blood (disturbingly, by using his serpent totem transformation and then flicking his snake-tongue at it).

OCEAN'S SEVEN

The group investigates the small stone building surrounded by a tall fence. The fence has signs in large red letters; they all say, "DANGER!" Its gate is latched but not locked. Wogan

pulls a weasel out of his *beast coffer* and orders it to investigate the building. The weasel reaches the building where it is engulfed in a cloud that causes it to vomit violently.

Mitabu and Serpent decide it is a trap. Wogan rolls his eyes. Serpent, using his Azlanti orrery, decides that it is a heightened *stinking cloud*. The weasel runs back to Wogan pausing only to vomit and cough.

Mitabu volunteers to defeat the trap. Serpent runs back to the ship to get his copper diving helmet and fifty feet of hose. Mitabu dons the helmet and decides he can still see well enough to defeat the trap. Even though he has a *periapt of proof against poison*.

Wogan asks Sindawe, "Shouldn't we keep looking rather than working on this trap? It will be dark soon and if I'm right the locals are just off mining. They'll be back soon."

Sindawe agrees, but then notes the enthusiasm of Mitabu and Serpent for the diving helmet. He replies, "Let's let them do their work. Besides, I think whoever was here is dead now. Or trapped. Most folks wouldn't leave this place unattended. Especially the Chelish."

Both pirates look away from the trap defeating to keep watch on the surrounding buildings.

Mitabu activates the gas trap in another section of the yard before reaching the building. The only entrance is a stone door without an apparent latch or lock. Mitabu redoubles his efforts to find the trap. He eventually finds the mechanism after scooping away handfuls of sand for several minutes. He unplugs a tube leading into the mechanism and shoves a cork into it, denying the trap its gas.

He also checks the stone door for traps but finds none. He waves the others over. The door is a foot thick as are the walls. There is no magic and no way to open the door. The pirates are stumped.

Wogan demands, “We can leave this building for later. Let’s clear the other buildings before the guards and prisoners return.”

Sindawe replies, “Or the undead.”

Serpent offers, “Maybe they are having a beach party?”

GOING APE

Sindawe hears a scream from one of three long huts. He runs toward it while yelling for the others to follow. They do so, though Wogan does whine, “Running! I hate running.”

Sindawe finds an open door to a mess hall. The pirates spill inside. There are tables and benches. Broken dishes and utensils litter the floor. And there is also a large ape looking creature bashing at the kitchen door.

Sindawe announces, “Ape!” Then, “Hey, apey, apey!”

He is unhappy to see that the giant ape has four arms. And glowing blue eyes.

Wogan and Serpent announce, “Girallon!”

It charges Zoamai who screams, “Don’t rip off my ears!”

Zoamai survives the creature’s slashing claws. Mitabu feints, then shoots the flat footed monster with his masterwork pistol. Serpent rolls past its sweeping arms and strikes with his staff. Wogan shoots with his custom pistol. Zoamai rolls away the monster and its attackers; she comes to her feet and checks her ears – all there!

Sindawe runs in and punches with a stunning fist. The pirates attack the stunned monster with gusto. Serpent and Mitabu beat and stab the creature. Then Zoamai kills it with several *scorching rays*.

Everyone covers their noses from the burning fur. Serpent notices that the creature burns too quickly. As the fur is burned away he spies a webbing or pattern on the creature's skin under the fur, before that too burns.

The pirates back away from the flames and retreat outside. A woman's crying is heard behind the kitchen door that the girallon was attacking.

Epilogue

The smoke drives the pirates outside, so they go around behind the building and find another barricaded door.

Mitabu calls to the kitchen, "Come out!"

An old woman's voice answers back, "<sob>".

Sindawe tries to get her out too, but fails.

However, Rucia is able to convince the woman to come out.

The pirates wait while the door is unbarricaded. Finally the door is thrown wide and a woman runs out and throws herself into Wogan's arms. She cries and weeps uncontrollably, leaving tears and snot on his shirt.

Wogan hugs the woman uncertainly, noting her strong smell.

The other pirates note that the woman is older, with tangled hair, wearing a plain gray shift. Her skin is pale and grey. Her eyes are wide and terrified.