

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY II/16/2014

TODAY'S EPISODE: *OLD FLAMES, FALSE PROMISES – PART III*

The pirate ship *Teeth of Araska* (ToA) is docked at Staufendorf Island. Most of the crew is busy looting and starting fires within Staufen Manor. The crew on board are watching the small village dockside for signs of resistance. Little do they know that a ceustodaemon is en route to destroy the ship. A flying Samaritha is close behind the flying daemon. A running Hatshepsut is even further behind. 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 and breaker of Chelish ships (Ed).
- ▲ Zoamai "Elf Burner," a half-elf sorceress/arsonist responsible for burning down the Elven embassy in Korvosa (Ashley).
- ▲ Samaritha, a serpentfolk wizard in the guise of a pretty half-elf and Serpent's wife.
- ▲ 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.

A Ceustodaemon Visits the Ship

About 20 minutes after the most of the crew left to attack the manor house the *Teeth of Araska* had to fire several cannon to drive away the village militia. Said militia were brave enough to approach the ship but fled when fired upon by cannon.

Acting captain Mace Venjum is at the prow watching for trouble. He spots it in the form of a flying gorilla monster.

Mace shouts, "Incoming! Flyer at twelve o'clock."

A crewman begins ringing the "to arms!" bell. Several sharp-eyed crewmen shoot light crossbows at the flyer in the dawn's light.

Mace looks again, then shouts, "It's a demon! Arm yourselves with silver!"

The ceustodaemon arrives at close range. Several murder guns discharge at him, spraying the beast lightly with bullets as it casts *slow* on most of the crew. The daemon uses *dimension door* to appear on the deck making the pirates less likely to use the remaining murder guns.

Mace rushes the daemon, chopping with his silvered magic sword. The daemon breathes fire on the pirates burning many of them horribly.

A flying Samaritha arrives. She hovers nearby casting *magic missiles* at the daemon.

Hatshepsut is running through the village past many cowering militia.

Pirate crewmen join Mace in attacking the daemon, which laughs at their attacks. It claws a man apart. The pirates are still game though thanks to a rum ration before the big attack. Hatshepsut runs up onto the ship and directly at the daemon.

The daemon decides that Samaritha's spells are the most dangerous, so it casts *dimension door* to appear right next to the flying wizard. She flies to the ship, reasoning that she needs friends. The daemon gives chase.

Hatshepsut waits for the daemon's attack while casting *resist energy* on the heavily burnt Mace. The daemon flies/charges Samaritha opening it to a successful stunning fist from Hatshepsut. Mace throws a sail cloth over the monster, entangling it heavily. Pirates grab up the edges of the sail cloth.

Hatshepsut punches the entangled creature. Samaritha keeps chipping away with *magic missiles*. Mace connects with a two-handed, power attack sword swing; the silver and magic backed weapon destroys the creature.

Hatshepsut is able to save one heavily wounded pirate. Two pirates die from their wounds.

A Temporary Peace

The pirate officers note the burning manor house. They start kicking the looting pirates onto the road back to the village. Junior officers are sent along to organize the mob. Eventually the loot laden pirates are all ejected.

The pirate horde walks back to the village at dockside but finds their way blocked by twenty to twenty-five militia men. The militia range in age from fourteen to very old.

The fight is short circuited by Mitabu who walks up to the militia and hands over the two babies he was carrying. Other pirates step forward to hand off more babies, seven in all. A dozen amputee villagers are also handed over to the militia.

Wogan and the village sheriff (also acting militia captain) discuss the fate of the babies and the amputees. Wogan explains that the Staufen mistress, Amalinda, had been kidnapping villagers for cannibalistic fueled magic. The cannibalism started with severed limbs. The babies were also kidnapped by Amalinda. The sheriff takes this in.

Sindawe joins the conversation, explaining that the pirates need supplies for a long voyage and the village will supply those items. Or else. The two negotiate a temporary peace – the pirates take but behave and the villagers will comply.

The officers march the crew back to the ship where Wogan heals the wounded while Mace reports on the repelled daemon attack.

Sindawe orders five small teams of pirates, led by officers, to search the village for food, drink, sailing supplies, and whatever valuables might be lying around. If they find a large cache they are to send a runner to the ship for additional crew to carry it out.

Most of the homes have well stocked pantries, but the food is not readily packaged for travel (e.g. a half-dozen eggs in a basket).

The sheriff helps the pirates by announcing, “Open your pantries and bring any food and drink to our... rescuers.” He also keeps the militia stationed at the sheriff’s office, just in case the pirates get unruly.

The main buildings, surrounded by miscellaneous homes and businesses, are:

- The halfling tavern owner Jack Thistleberry is missing. His human wife says as much while pirates clear out the tavern’s basement of food and drink, provoking Serpent’s brain into remembering, “Oh yeah, I left that guy locked in a shed near the manor house.” Serpent sneaks off to free the man. He returns with Jack to find his squad busily eating and drinking but not gathering supplies. He also finds Blacktop Bill, an ex-quartermaster from the Wandering Dagger, being “entertained” by the willing tavern owner’s wife. He returns to the common room to find his squad tormenting the tavern owner. He orders them to carry food and drink back to the ship. They comply.
- Town Hall – Wogan takes his squad to the locked up, two story stone building. A banner of a rampant boar hangs from the exterior. The sturdy building withstands the pirates first few casual attempts to break in the doors. Four pirates snatch up a bench and break down

the doors. Wogan watches his squad disappear into the building, howling like mad men.

The pirates find: some tax money, paper and ink, furniture and other hard goods.

- Gnomish Apothecary Shop – Mitabu enters the building. He notes everything is at half-scale, perfect for a gnome. He leaps out of the path of a mechanical trap that hurls an acid flask. Mitabu deems the occupants “cooperative” so he and his team only take “half”: apothecary supplies, some alchemical goods, the acid hurling trap, and an entire lock box. Mitabu orders his squad to clear out the items and to not eat or drink the apothecary supplies because, “They’ll make your assholes fall out.”
- Ironworks – Sindawe leads his squad to the Ironworks. It is large building with a stout door and a good lock. They start to break the doors down, when the door is opened by Lucas, the blacksmith, and his five apprentices. Lucas is happy to have his disappeared gal pal home despite her missing leg, so he lets the pirates take what they want. Loot: iron fittings, nails, tools, some weapons, etc...

The Escape

The pirates sail the *Teeth of Araska* away from Staufendorf Island, swinging southwest to skirt the overall island chain.

Sindawe orders Mitabu, Wogan and Lavender Lil to interrogate, gently, the recent recruit Luca Calletti, an ex-Chelish marine. He reasons that the marine might be a plant by the Chelish navy.

Sindawe then drags Wogan’s two aasimar women down to Tommy and Lil’s cabin where the succubus Seyanna awaits. He tells the demon, “Eat and get. You are no longer welcome.” She licks her lips as he shuts the cabin door.

He orders the ship to sail southwest past the island chain marking the western perimeter of the Chelish empire.

Wogan, Mitabu, and Lavender Lil put their heads together. Wogan lights a *candle of truth* in his cabin as Lavender Lil sets up. Mitabu retrieves Luca Caletti.

Wogan asks, "How are you communicating with your Chelish friends?"

Luca responds, "I don't talk much to officers. It isn't proper."

Wogan continues, "Have you been reporting back to the Chelish navy?"

Lil adds, "You can tell us. But this is your last opportunity to tell us."

Luca hedges, "Oh, I would never do that."

Wogan says, "You would never do that?"

Luca, "Well, if I were a cornered man I guess... But I'm not!"

Wogan asks him if he consorts with or gives information to devils or demons.

Luca looks to Lil, then hesitates, "Uh... no."

Wogan apologizes. Sorry about the questions. Part of the job. Anyone you want to rat on?"

Luca responds, "Well, I don't like to talk... but Clubbreaker is running games of chance."

Wogan gets the information.

The interrogation goes easily. Luca is what he seems; an ex-Chelish marine become pirate. He isn't working against the pirates.

The Empress' Hand

The *Teeth of Araska* clears the last island on the chain and enters the Gulf. The lookout, Blacktop Bill, spots a five masted merchant vessel run aground. He also spots five more ships in

the distance approaching the grounded vessel. And they are going against the wind; it will take them at least an hour to close.

Wogan offers, "If we can get aboard, I can use *raise water* to free it. We could sail it away."

Mitabu replies, "It's a big ship. It would take 40, maybe 45, men to sail it. The crew might be as large as 125, maybe 150."

The vessel is the *Empress' Hand*, a twenty-six gun vessel. Since it's stuck, the *Teeth of Araska* can approach from the stern where only stern guns could reply. Of course, offloading cargo would be difficult as the *Teeth of Araska* probably couldn't get closer than fifty feet. The ship appears to be fully loaded. It probably came from across the Arcadian Ocean.

The pirates discuss the opportunity.

Serpent says, "There's a whole continent on the other side of Arcadian Ocean. Ulfen heroes and kings sail over there to die in their declining years. It's full of skraelings."

Wogan says, "Skraelings? Now you're making up words."

It Sure Looks Good...

Wogan suggests, "Let's fly the Chelish flag."

Sindawe orders it so. The *Teeth of Araska* sails the mile over to the ship, approaching from the stern.

The lookout and those with spyglasses watch the merchant vessel's captain look them over with a spyglass. The merchant crew becomes agitated; some of the man the stern guns.

Naval combat rules take place:

- The weather is fair, the wind is moderate.
- The *Teeth of Araska* has the weather gauge, because the *Empress' Hand* is on a sand bar. The pirate vessel will always have the initiative.
- Three units of pirate crew are assigned to sailing the ship.
- One unit of pirate crew mans the chase guns, under Wogan's command.
- Two units of pirate crew fire masterwork light crossbows.

The merchant cannon crew does not enjoy the peppering crossbow fire. The pirate vessel closes to short range to unleash their first volley from the nine pound stern guns. Wogan's gun crews enjoy the unusually fair firing conditions; the only subtractor from gunnery is the pitch and roll of the pirate vessel. The first shot delivers 26pts, the second 38pts. Both shots shower the merchant's cannon crew with splinters.

The merchant fires back at the *Teeth of Araska* (AC 7 = base 10 + captain's sailing skill 9 + 3 for ship's maneuverability – 1 per hull and mast unit). Both shots hit, damaging a bow section (31) and a mast (38).

Samaritha replies back with a *fireball*, burning the opposing crew. Wogan shoots a *fireball* from his *Rain Tiger*, a spell storing emerald. Wogan also orders his gun crew to the port side cannon, while Sindawe orders the anchor dropped and the ship swung into position for a port side broadside.

Mitabu climbs the rigging to shoot at merchant officers. He yells out, "I'm going to shoot at their officers!"

Sindawe yells back, "Aim for the nattily dressed one!"

Mitabu continues climbing while yelling, "Natalie Portman?!?"

Wogan yells from below decks, “Nell Carter?”

The merchant gunners reload their stern guns as the *Teeth of Araska* swings into position for a perfect broadside. Samaritha casts a second *fireball* at them. *Araska* pirates pepper them again with crossbow fire. A unit of armed merchantmen fire crossbows back.

Wogan’s gun crews hit four times: 39, 37, 30, and 34. All against the stern. One of the stern guns falls into the water. The second is dismantled and in-operable. Their crews are horribly wounded by flying shivers.

Tommy Blacktoes yells, “Launch the boats!”

Sindawe yells, “Samaritha and Hatshepsut are in charge.” Then he runs for a ship’s boat.

Mace Venjum watches the merchant crew bringing murder guns forward, so he coughs loudly behind Samaritha.

Samaritha looks at Mace, then announces, “Listen to this man!”

Mace shouts orders – load murder guns, move more murder guns to the portside. He has almost forty crew to work with.

The pirates launch their two boats and row to the demoralized merchantman. Serpent and Wogan, plus the pirates originally from the *Black Bunyip*, go in boat #1. Sindawe and Mitabu, plus the original *Teeth of Araska* pirate crewmen, go in boat #2.

Mitabu declares from the prow, “I am the best at cake!” The pirates with him don’t what that means, but cheer any way.

Both boats take minor hits from the merchant’s murder guns. In turn, pirates aboard the TOA return fire with many murder guns. Wogan uses a *positive energy burst* to heal both boat crews.

Sindawe yells at his crew, “A gold piece for each man if we make the merchant vessel first!” The crew rows harder.

Serpent helps his crew row allowing his boat to win. That boat’s crew boards through a wound in the merchant’s stern hull. Sindawe’s boat throws grapple hooks and begins climbing up top.

Mace orders some crewmen to make repairs. They are able to repair the mast and hull damage. This is not enough to completely repair the damage but it will prevent the damage from degrading sailing conditions. The murder gun crews continue loading and firing.

Boarding

Serpent leads his crew through a cannon ball wound onto the orlop deck. They work their way thru a hammock. Several pirates hang back to help Wogan board. On the second attempt Wogan finds his footing and clambers aboard. Serpent pushes past a sick crewman sewn into his hammock.

Serpent orders his team to loot then charges up to the gun deck. A general melee breaks out between the pirates and the gun crew.

Wogan thinks briefly about soloing to the captain’s quarters where the portable loot might be. He hears the fighting above and decides to join them. He lights a grenade and runs up the stairs.

Sindawe’s crew throws grapple hooks while Sindawe climbs up the side of the ship. Only a few defenders chop at the grapple lines; Sindawe’s pirate squad pours over the railing.

Sindawe yells down to the boatswain, “Bring over the *Wandering Dagger* boys!”

The ship's captain and first mate, plus eleven sailors are there to confront the Sindawe's pirates. The captain is a nattily dressed man. The first mate is a heavily armored human. The Araska boys mix it up with sailors, killing several. One Araskan is killed.

The captain stabs Sindawe once with his rapier. The first mate charges Sindawe with a hand axe and shield combo. The axe doesn't connect but he uses his shield in an attempt to drive Sindawe back over the railing. Sindawe ducks under the shield and throws the man over board.

The merchant captain declares, "How dare you, sir!"

Sindawe replies, "There's a pantsless pirate running around. I'm going to give him all of your powdered wigs!"

The merchant captain lunges with his rapier and stabs out Sindawe's eye (53 pts, 2 Con drain). The Mwangi collapses to the deck.

Mitabu crawls through an open (and unmanned) gun port to find twenty something crewmen staring at him uncertainly. He shoots a man carrying a powder charge, then runs and tumbles through the gun crews to regroup with Wogan and Serpent.

Epilogue

The pirate boat have returned to the *Teeth of Araska* for reinforcements. Wogan has a lit grenade in hand. He stands with Serpent and Mitabu on the merchant vessel's gun deck. The *Teeth of Araska's* captain lies fallen up on the weather deck!