

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY II/30/2014

TODAY'S EPISODE: THE EMPRESS' HAND

The pirate ship *Teeth of Araska* (ToA) is attacking *the Empress' Hand*, a large merchant vessel stuck on a sand bar. The *Hand's* naval escort, five small warships, are some distance off and tacking against the wind to render aid. After defeating merchant's stern guns the *TOA's* officers (Sindawe, Wogan, Serpent, and Mitabu) took twenty pirates on ship's boats over. Wogan, Serpent, and Mitabu are with ten pirates on the gun deck. Sindawe and another ten pirates climb to the stern's weather deck, where Sindawe was dropped by a rapier thrust to the eye. 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.

The Empress' Hand

Wogan, Serpent, and Mitabu are on the gun deck. Ten pirates are somewhere behind and below them looting. Wogan looks at the lit grenade in his hand, then across the deck at cannon and crowds of *Empress'* gun crews, sailors, and officers.

Serpent charges up the stairs and onto the weather deck... and away from Wogan's grenade. The *Empress's* foppish captain plus sailors are fighting pirates. Sindawe and another pirate are down. Serpent clashes with the captain; the pair exchange blows without marking the other. Then they exchange flurries of blows with the pair exchanging minor wounds.

Wogan throws his grenade at a cluster of men, then runs... except it goes off in his hand. He staggers up the gangway, clutching his wounded hand, then pauses to put a *fog cloud* on the gun deck.

Mitabu uses the explosion and mist as cover to disable a cannon. Then he uses his *spider climb slippers* to move along the ceiling and off the gun deck. He wiggles thru a press of sailors, then tumbles to flank the Chelish captain with Serpent. However, the wary captain stabs Mitabu and steps clear of the flanking.

The heavily armed and armored *Hand's* first mate, having been thrown overboard earlier, has managed to swim to and climb aboard an unmanned pirate boat. He is greeted by hand thrown missiles from pirates on an approaching boat, plus another unit of pirates attempting to put loot into the boat he is currently on. The first mate ignores the missiles and stabs then shield bashes a pirate overboard. The first mate gamely engages all twenty pirates himself, shouting, "I have armor!" The hapless pirates manage to scratch the man once at the cost of another pirate who is also thrown overboard by a fancy shield bash maneuver.

Serpent bashes and bites the captain forcing that man to fight defensively. The pirates on the weather deck take several casualties while inflicting nothing on the Chelish sailors.

Serpent and Mitabu continues beating on the captain. The captain steps away then offers his rapier hilt in surrender, which is accepted. The fighting around them continues.

Mitabu, "Tell your crew to stand down."

The Chelish Captain gives the order. The *Empress'* crew surrenders, though it takes a while for those in combat to comply; their blood is up.

Wogan moves thru the melee to heal Sindawe (3rpts); the pirate gets to his feet, but his eye is still badly hurt.

Loot and Scoot

The pirates have a limited amount of time in which to loot as the five naval escorts are still tacking toward the beached merchant vessel. The pirates can ransack six locations, including the captured officers' persons.

Wogan uses this time to heal the wounded with a healing burst.

The captain is encouraged at sword point to order his first mate to surrender. The first mate does so. Small groups of pirates are ordered to relieve the captain and first mate of their valuables. Removing their armor will take many precious minutes.

The pirate officers take inventory of the ship – there are stern and prow castles both containing cabins. The next deck down would be officers' quarters, plus ship's stores. The next deck down would be cargo (from the south) and quarters for crew and junior officers. The next down from that would be additional cargo. On deck there are six ship's boats and a thirty foot cutter.

Serpent directs activities on deck while Mitabu and Sindawe go below to loot. He signals his wife, Samaritha, who casts *fly* and joins them on the merchant vessel. Remembering her small muscles, he orders his wife to fly the lighter valuables back to the *Teeth of Araska*.

Looting and Ransacking:

- Round 1 - Chelish captain: cloak of resistance +1, +1 agile rapier, +2 belt of incredible dexterity, headband of vast intelligence +2 (sense motive), and +1 mithral chain shirt. Potion of cure moderate.
- Round 1 - First mate: +1 hand axe, +2 dark wood heavy shield, 2 potions of bull strength, 3 potions cure light wounds, a cloak of resistance +1, and +1 mithral breastplate (an extra round to remove).
- Round 2 - Wogan attempts to recruit Chelish crew, but is unable to sell the pirate's life to them.
- Round 2 - Sindawe and Mitabu loot the captain's cabin of bric-a-brac.
- Round 3 - Samaritha flies valuables back to the *Teeth of Araska*.
- Round 3 - Sindawe and Mitabu loot the captain's lounge of imperial brandy (bottles), books, navigation equipment, and maps. In particular they find a map showing the coastline of Garund, which includes cities unknown to either pirate.
- Round 3 - Serpent screams orders at the pirates, which helps curtail the amount of tomfoolery.
- Round 3 - Wogan asks the Chelish captain about passengers. The captain lies poorly which leads Wogan to search staterooms (fancy cabins) in the stern castle. He finds a richly dressed woman in one of those rooms; he seizes her as a hostage despite the captain's protests. Wogan is forced to intimidate the captain (to prevent combat) and then his own pirate crew (to prevent rape) while pushing the woman onto a pirate boat.
- Round 4 - Mitabu sneaks off to rig the powder room to explode. He enters the powder room under the scrutiny of the merchant crew, where he rigs a delayed explosion. He leaves with a barrel of gun powder.

- Round 4 – Sindawe is set to search the quarters shared by the bosun and quartermaster, but he stops upon finding an extra large sleeping pallet in a closet on one side of the room. Fearing invisible animals or outsiders, the superstitious pirate backs out of the room and slams the door shut.
- Round 5 – Sindawe, Mitabu and Wogan go to the armory. Wogan locates a locker of masterwork weapons.
- Round 5 – Serpent watches the pirates open up the hold, revealing tobacco, ivory, jute, grain, and so on. Serpent orders them to take the tobacco and ivory, because they are the most valuable for the weight and should still be marketable further south. Grain weights a lot for the same return.
- Round 6 – Mitabu attempts to unlock a well-made door brought to his attention by ransacking pirates. The door doesn't yield. Sindawe remarks, "Another day then. Besides, it is probably full of demons." Mitabu corrects his captain, "Devils. The Chelish worship devils."
- Round 6 – the pirates search the deeper cargo stores. They find furs amongst the bales of grain and jute.
- Ransacking Roll is +17 for the above activities is 21. This translates to 6 plunder points, which is represented by the valuables, cargo and single hostage listed above.

The close proximity of the Chelish naval escorts force the pirates to cease looting and return to their ship. The *Teeth of Araska* makes good its escape, thanks to some good sailing rolls and a favorable wind.

Tossing Out Unwanted Guests

Once Sindawe is satisfied that they have escaped the Chelish, he gathers up Serpent, Wogan, Mitabu, and Hatshepsut.

He announces, “We are throwing the succubus off the ship.”

Everyone groans. They have been up and fighting and running and sailing for almost 24 hours.

Sindawe ignores them. He asks Wogan, “Point out the crew that were going to rape our hostage and other prisoners until you stepped in.”

Wogan does so. He also adds, “Some of the men have been complaining that Tommy and Lil are getting all of the female guests, while they do without.”

Sindawe grabs two would be rapists by the hair, then proceeds to kick, slap, and pull them toward Tommy and Lavender Lil’s cabin. Wogan and the others follow.

Tommy is guarding the door to his cabin. Animal noises of pleasure can be heard thru the door.

Sindawe tells Tommy, “We’re going in. I have to prove to these fools that no one is getting raped. And no one is getting anything more or less than the rest of the crew.”

Tommy replies, “Uh... she’s in there. And she may not look... right.” Tommy is referring to Seyanna’s secret identity. The succubus is in human guise.

Sindawe shakes his head, “Not my problem.” He opens the door and pushes the abused crewmen inside, then follows.

Sindawe announces, “Bitches leave.”

The intertwined pile of women on the bed respond slowly and uncertainly.

Seyanna keeps trying to talk to the captain, but Sindawe is having none of that. He announces, “You leave now. You have until the count of ten.”

Seyanna stands up slowly and replies, “Tell Pirro I will miss him.”

Seyanna then crawls under the sheets. She is gone when Sindawe throws the sheets aside.

Chris, the player running Sindawe, admits to some confusion. He assumed that everyone knew Seyanna is a succubus given that no one aboard the ship is able to keep secrets and everyone readily blabs them early and often. And to boot Seyanna’s seduction and other skills are clearly supernatural. The GM agrees that no one aboard the ship can keep a secret, but has decided that Tommy, Lil, and Seyanna have been doing a top notch job keeping the succubus and sex cult a secret.

The two aasimar women are dragged from the bed. They and the would-be rapists are taken up to the main deck and thrown down into separate piles.

Sindawe launches into a speech about following orders, not raping prisoners and hostages, and how disappointed he is that some crew don’t listen. He beats the would-be rapists during the speech. He leaves it the crew’s imagination what crime the beaten men have committed.

The Chelish noblewoman, now hostage, demands, “Where are my quarters? Who are you people? What is my ransom?”

Sindawe groans, then screams, “Put that one in the brig. Now. Be gentle.”

Someone reports, “She is Octavia Selene, a noble woman (of low rank) and a famous stage performer.”

Sindawe looks at the aasimar women from the bed, then over to their sister standing in the pirate ranks with Dum-dum. He asks that one, “Do you and your sisters want to join the crew?”

We'll teach you to be sailors. Your current skills might be valuable for intel work. As crew you will have equal rights and shares.”

The aasimar woman replies, “Uh... my sisters and I aren't used to hard labor. I...”

Sindawe cuts her off, “Think about it.” He orders the sisters thrown into the brig for “protective custody.”

Plunder from the Empress Hand, Staufendorf and Earlier

The pirate officers catalog their day's plunder, plus those from previous weeks:

- *Empress' Hand*: 6 plunder points
- *Dowager Queen*: 3 plunder points
- *Deepmar*: 5 plunder points (crew) and another 5 plunder points for PCs.
- *Staufendorf Island*: 5 plunder points
- Totals: 19 plunder points (crew) potentially worth 1,000 gold coins per point. Weight is roughly 70 tons.
- Prisoners: 3 aasimar women and a Chelish noble woman.

Epilogue

Where to go next? The gm offers the players this opportunity to decide where they want to adventure. Another option is play the ship's NPCs for a while and level them up, but the players are not universally interested so it is dropped. Stops on the way down south to the Razor Coast that might offer adventure include:

- Rahadoum – a country with an atheistic society that has made divine magic illegal. Very Tunisian in feel. Part of the real estate to the north is owned by the Chelish. Party Decision: sell off the hostages there but no adventuring.
- Ilizmagorti – no charts exist on how to get there, because the Red Mantis society destroys all such maps (and their owners). Lots of dinosaurs and treasures laden areas outside the city. Decision: Yes, a short adventure.
- Shackles/At Sea – Decision: Yes, a lot of adventures there. And retro-fit the ship.
- Mwangi / Sargava – Decision: Yes, because we have two Mwangi characters. But it will be short and not like Serpent’s Skull, which two of the players are playing in another group.
- Razor Coast – The destination.

The GM also encourages the players to offer suggestions for stuff they want to see in the game, especially adventure hooks out of the player character backgrounds and themes they want more or less of.

- Patrick: I want to see the Cloud Castle from Wogan’s background. And to refit the ship. And I want to find a place for Rucia to train and prosper. And Hatshepsut spiced up some more; for a religious leader she doesn’t have much personality or drive.
- Ed: Wants to see more Klangin the half-orc.
- Paul: Refit the ship and leveling (it has been a year or more since the last level). And more development of Serpent’s background, especially his mom. Paul is also entertained by Billy Breadbasket and Lefty (currently dead) and Little Mike, so he wants to see those NPCs featured more prominently.

- Chris requests: Refit the ship. Grab Mase's hidden treasure. Complete Tommy's story arc with the Shark God. A resolution on Tommy and Lil's cult activities, which seem incompatible with the paranoid, us first nature of player characters.

Mitabu borrows 6613 gp from Sindawe to purchase (at half cost) the following items from the ship's loot chest: +1 cloak of resistance, +2 belt of incredible dexterity, +1 agile rapier, and +1 mithral chain.