

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 01/11/2015

### TODAY'S EPISODE: KING XEROS OF OLD AZLANT

The loot heavy pirate ship *Teeth of Araska* (ToA) is sailing to Port Godless in Rahadoum.

There they hope to ransom a hostage, release some prisoners, and sell loot. The crew is in good spirits thanks to several raids worth of stabber and looting. 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.

#### *Fate of the Empress' Hand*

The player's inquire about the fate of *the Empress' Hand* because Mitabu (Ed) set at least one bomb in that ship's powder room. Ed is absent from today's game, so Ernest (the GM) bravely reviews Mitabu's character sheet then looks up the rules. He informs the players that they do not hear an explosion nor see a smoke column from that area as they sail away. Everyone curses the evil Chelish and their failure to die in a spectacular explosion.

#### *The Prisoners*

Wogan visits the brig where several female pirates are guarding the prisoners. He talks to the three aasimar sisters about becoming crew, because Sindawe believes a trio of seductress types would be invaluable to his pirate operation. The sisters are interested but remain dubious that they could manage the manual labor necessary... unless it were on their backs. They are totally up for that.

Wogan counters with a description of on the job training, which is interrupted by the ship's fourth prisoner. This female prisoner is a Chelish citizen and singer/performer of some fame.

Octavia complains loudly, "I demand better quarters. I am a woman of quality and my voice is valuable. These accommodations (the brig) are likely to stricken with me disease!"

Wogan replies, "As the ship's doctor I can assure you these quarters are clean and disease free."

Octavia offers, "Get me out of here. I will guarantee you season tickets to the opera in Oppara (the capital of Taldor)."

Wogan says, "Really? Sure." He opens the door to the cell, then slams it just as Octavia attempts to step through. He explains, "Opera?!? What, am I rich?"

Wogan continues the sales pitch but Octavia's complaints eventually drive him back. Klangin, who is in charge of guarding the prisoners, attempts nervous small talk with him. This is enough to drive him back onto deck.

### *Dinner and Conversation*

Sindawe listens to Wogan's review of the job offer, then offers, "We'll have dinner on deck for some officers and crew. We'll invite the sisters. You can continue your sales pitch then."

Wogan shrugs but nods.

The ship's cook, Ori, and several crew move table and chairs out onto the deck, then they serve the table for dining. The aasimar sisters are brought out and seated with a small group of ship's officers and a trio of sailors who have recently performed above expectations. The rest of the ship's crew huddles nearby and watches as if it were a play for their benefit.

Wogan inquires after the sisters' names. They are Aelia, Flavia, and Volcatia which are very Chelaxian names and very old ones at that. Aelia, being the oldest, is their spokesperson. Wogan inquires after their skill set, and it consists of: people skills, agile, stealthy, darkvision, acting, dancing and other entertainment skills.

Kahina offers, "The pirate life is pretty good. You get to visit different places and occasionally kill people. Even Chelaxians!"

Aelia listens politely then turns back to Wogan and leans in, "We could be bed warmers for the officers." She strokes his arm, then drops her hand to his belly and places it further south.

Wogan squirms a bit. A smiling Aelia withdraws her hand.

The dinner conversation turns to Azir, also known as Port Godless, the capital of Rahadoum. Kahina and Little Mike tell about their experiences in that country and areas nearby.

Both Rahadoum and Chelax have strong naval presences in the area, including blockades, privateers and regular patrols. Rahadoum maintains a merchant marine to keep their shipping safe.

The ship's officers ask Little Mike and Big Mike, from the original Araskan crew, if they know about the ship's reputation in Rahadoum.

Big Mike explains, "Captain Clap pirated south and north of Rahadoum, but never in their territory. He played it safe and legal there. He even sold slaves there."

The officers decide that their voyage will have the *Teeth of Araska* swing wide of the coast and the Arch on its way south, then swing back in and sail hard for Azir.

Sindawe whispers to Klangin, “You are in charge of all of the prisoners. If they make it port in good shape and without getting raped, you’ll get an officer’s share of the loot.”

Klangin whispers back, “Will do. But that singer woman sure does complain a lot.”

Sindawe replies, “Scare her if you think it will buy you some quiet. You can also bribe her with better food and walks on deck.” Klangin nods.

Sindawe offers the aasimar sisters the run of the ship in return for a promise of good behavior. He reasons that since they won’t be joining his crew that he might as well give his men a chance to enjoy their company. Aelia agrees. The sisters are escorted back to the brig by Klangin.

Little Mike watches the sisters depart then says to Sindawe, “I don’t think we have a ship policy on keeping wives or women. I... some of your officers would like to keep wives... err, women.”

Little Mike hurriedly continues, “Of course, they would be responsible for keeping them safe and paying their way.”

Sindawe listens then offers, “And what happens when a crewmen gets jealous? He pulls a knife on you or attacks the woman?”

Little Mike replies, “Well, we have rules in the Articles for that... striking fellow crew and all.”

Sindawe agrees, “OK. Get two other officers not at this table to agree with your idea and we will make it a rule – ship’s officers can keep a woman on board.”

Little Mike happily declares, “You won’t regret this captain!”

Sindawe sighs, “Oh, I will regret it. Remember that I gave you what you asked for when this comes back to bite us.”

Little Mike acknowledges this with a smile and a nod as he and Big Mike depart to discuss which officers will back their plan and which will cockblock them.

### *Octavia on Deck*

Octavia is granted two trips on deck per day, if she behaves. Octavia uses the time to ask the ship’s officers to give their cabins to her. She tries Wogan first; he declines. Then she tries Serpent and is undeterred when she finds out he shares a cabin with his wife, Samaritha.

Octavia discusses the matter with Samaritha who is taken with the idea of learning the latest Chelaxian gossip, fashions and make-up tips. Serpent watches the pair discuss his removal from the cabin, because “that wouldn’t be proper”. The pair leave arm-in-arm to tidy up the cabin.

Sindawe tells Serpent, “You can stay in my cabin.”

Serpent replies, “But won’t the crew get jealous?”

Sindawe answers, “Well, don’t go around walking funny or acting happy.”

Serpent asks, “I would be walking funny because I’m happy?” He trails off as he recognizes the joke.

### *The Trip to Azir*

The Mikes are able to get Gareb and Stoke to agree to operation “officer’s woman”. They don’t tell Mase about the plan, because “Screw that guy.”

Day 1 – Good weather and travel. Little Mike gets along with all three sisters. He lays it on thick and they seem to be biting.

Day 2 – Becalmed; very slow travel. Big Mike gets along with all three sisters.

Day 3 – The ship encounters a contrary running current. Thanks to wind altering spells the ship loses only a little ground. Gareb is next to gain the favor of all three sisters. It becomes apparent to Wogan and Sindawe that the aasimar sisters are playing the pirate officers.

Day 4 – the contrary current ends allowing good weather and wind to push the ship further along. Octavia and Samaritha continue hitting it off, but the operatic scales practice drives the crew to distraction.

### *Parenthood*

Sindawe, Wogan and Serpent discuss how the Octavia/Samaritha roommates are doing. Sindawe and Wogan are worried that Samaritha's illusions will not fool Octavia in an extended period at close proximity.

Serpent nods agreement, "My wife will probably dominate or charm her."

Later, Wogan checks on Octavia during her evening walk. Her reply is, "I am just on a walk to exercise my mammalian lungs." Domination confirmed.

Later still Samaritha corners Wogan to ask, "What has Serpent been doing to prepare for fatherhood?"

Wogan replies, "Well, I'm not really comfortable discussing the secrets of fatherhood with Serpent's wife." He quickly looks away to avoid an impatient *dominate* attempt by Samaritha.

Later still Samaritha asks Serpent, “Octavia has some interesting ideas about decorating the cabin. And raising children. What do you think?”

Serpent replies, “That’s good. People should have interesting ideas. How long will she be in our cabin?”

Samaritha says, “Oh, I suppose until we reach Azir. What have you been doing to prepare for fatherhood?”

Serpent says, “Uh... you know, the usual stuff. Like what my dad did for me.”

Samaritha recalls Serpent’s stories about growing up Ulfen. She announces, “We will leave the education to me then.” Then more diplomatically, “Our boy should have my racial advantages in disguise and moving around humans unnoticed.” Then, “Should I start wearing a pillow?”

Serpent replies, “As a Chelaxian fashion? Oh yes, so as to look pregnant. (The egg has already been dropped by his serpentfolk wife). Probably. Depends on how long it takes the egg to hatch... It won’t help if you end up wearing the pillow for two weeks or two years.”

Samaritha doesn’t know the math as she is quite young and serpentfolk no longer have babies due to infertility, insanity, curses, or whatnot. Luckily, they can ask Hatshepsut who was alive during the serpentfolk reign of long ago.

Hatshepsut is able to supply the gestation period. From there Samaritha is able to do the math to determine how long she should wear the pillow. She should start immediately!

## *A Strange Island*

Day 5 – The lookout cries out, “Land ho!”

Concerned officers gather on deck. Land should be at least three days off. They observe the island by spyglass. It is small and covered in low scrub. And it is too large (1 mile by 1 mile) to be an uncharted island.

Wogan offers, "It might be a monster. Shall we shoot at it?"

All of the officers have heard at least one story about monsters that pretend to be islands. Sindawe agrees and orders a sail by at long range for cannon fire. He also orders extra crew on the rails to watch for reefs and such. The ship's speed is reduced to allow Prand to take soundings.

Wogan makes his cannon shots at long range, taking time to aim. The first shot lands on the island, which disappears in haze. It is replaced by a crystal vessel that only barely resembles a ship. Its hull is covered in or made of quartz like crystal. It includes a large quartz crystal aft castle and a black spike crystal on the bow rising 60' up. The vessel's body is 200' long and about 40' wide. The top deck lacks rails, crew, flag and ship's name. It is spotted with nodules cut from a different type of crystal.

Everyone is unhappy about the alien vessel; they expect a trap. Or box full of cruel monsters. Someone remarks that it bears a resemblance to a crystal tower the pirates encountered in the far west Azlant sea.

Sindawe orders Gareb the coxswain to assemble a crew for the ship's boat. Mase is put in command. The Mikes are quietly ordered to watch Mase like a hawk. Sindawe, Wogan, Serpent, Samaritha, and Hatshepsut will board to investigate. The *Teeth of Araska* will sail about in the area until a pick-up is ordered... the sailing is deemed necessary to prevent unwanted marine boarders.

## *The Crystal Ship*



The ship's boat arrives alongside the crystal vessel's forward length. The pirates can see inside the ship a short distance; there are two decks. And more ship beneath the water line, going to a depth of 20'. Grappling hooks are thrown toward railing looking features on deck, but they find no purchase. Serpent uses his serpent form to climb and secure them.

The away team clambers onto the lower deck.

Sindawe turns to Wogan, "It is not too late to get a third woman for the away team. You know, if we get thrown into another universe."

Wogan replies, "Nah. But I have dibs on the first space woman we encounter. Space women don't count against a vow of celibacy."

Serpent climbs stairs to the upper deck while the others disembark onto the lower deck. Several crystal plinths emerge from the upper deck; each has a tube sticking out. The pirates react appropriately as the tubes shoot napalm at Wogan (20pts) and Samaritha (22pts).

Serpent rushes up to and pounds on a gun mount with his staff. Hatshepsut casts *obscuring mist* to cover the away team and the ship's boat, then runs up stairs to join Serpent. A large crystal on the upper deck stretches and stands upright, revealing a large humanoid form. It advances to the nearest stairs. Sindawe runs up the other stairs to close with the crystal golem. Samaritha casts *scorching ray* at a flamer; it appears unharmed. Wogan casts *blessing of fervor*, then runs for the nearest stairs.

A flamer hits Wogan (18pts) again. The other one shoots into the *obscuring mist* but misses Samaritha. Serpent bashes the flamer again, cracking it.

Samaritha uses *knowledge arcana* and determines that a lightning bolt will hurt the crystal flamer. Accordingly, she fires one. The lightning bolt doesn't destroy it, but it does spin around aimless and confused. The crystal construct turns on Sindawe and bashes him once. The monk

retreats to the edge of the upper deck. Wogan runs up the far stairs to that same deck. Samaritha shoots a *magic missile* at the crystal construct; it is unaffected.

The flamers shoot again but both miss. Samaritha assists Serpent's attacks; he hits five times, destroying the device. The crystal construct swings at Sindawe who ducks under the blow then pulls it off balance. He pitches it off the upper deck and into the water. He is happy to see it sinks rather than swims.

Hatshepsut closes with the remaining flamer as Wogan blasts it with his blunderbuss. It shatters under the barrage; Hatshepsut ducks away from the spray of flame. The flamers squirt liquid for several seconds, then the tubes withdraw into the deck.

Wogan heals the wounded. Gareb confirms his orders then returns the ship's boat to the *Teeth of Araska*.

Samaritha examines runes. She declares, "This ship is Azlanti in design."

Serpent asks, "Do they say how to prevent the attacks?" He hands her the orrery (a necklace of Azlanti design, allowing the wearer to see ley lines that power Azlanti tech).

Samaritha dons the orrery then re-examines the runes and devices. She replies to Serpent's question, "No. But there are maintenance instructions."

### *The Upper Deck*

The lack of doors or hatches drives the away team to investigate the aft castle. The monks lead the way, hoping to trip any further flamers. The immediate upper deck leads to another lower deck (stairs down). On the lower deck's far edge is the aft castle but there are no doors or stairs to said castle.

The lower deck sports a large upright crystal and a pair of sail like crystal vane structures. There is a gangway to the under vessel between the stairs down. Sindawe dashes down the stairs and over to the gangway down. The stairs lead to a long room that runs longways with the vessel's body. The others wait briefly for the sounds of burning. Hearing none, they join Sindawe.

### *Naming New Species*

There are nodules of crystal in this room.

Samaritha looks around and declares, "There is technology in the walls."

Wogan casts *detect magic* and replies, "There is also magic."

He walks to the one identifiable door in the room. He touches the door during his examination. It shimmers and takes on the appearance of a liquid surface. Wogan pulls a bat out of his *beast coffer* and throws it toward the surface; it bounces off.

Sindawe puts his palm against the surface and pushes. It resists slightly then lets him through. He pushes all the way through the door into the next chamber. From the other side the door looks solid. A large chamber stretches out from his position. The alien features make it difficult to estimate the distances. Strange plant life is present in the room; some of it is ghostly in appearance as if it doesn't actually exist fully on this plane.

The rest of the away team looks at the solid door, then pounds on it. They can't hear Sindawe and he can't hear them.

Sindawe moves a short distance from the door, careful to avoid the weird plant life. A pod of creatures materialize around him. They are red shelled creatures with four arms and two legs. Each one holds a strange jagged short sword. They claw at the monk. A single claw attack

critically hits the monk (-2 AC, 8pts, plus poison). He trips one then a second attacker, throwing them into the phasing vines.

Both thrown opponents stand up immediately undeterred by the vines. The creatures attack the monk relentlessly (6pts).

The rest of the team attempts to break through. Serpent tries bashing away with his staff.

Samaritha declares, "There is a spirit trapped inside."

Wogan tries a *positive energy burst*, which doesn't open the door but it does cause a form to partially emerge from the door then withdraw back. Hatshepsut tries a *cure light wounds* spells but it has no effect. Wogan tries another positive energy burst that forces a tiefling sized ghost to pop free of the door. Serpent beats on the ghost with his orichalcum staff, then Samaritha blasts it with *magic missiles*.

The ghost touches Serpent's chest (12pts and 12yrs off his life). Then Hatshepsut destroys it with a flurry of blows.

Wogan declares, "I don't think it's permanently destroyed."

The door disappears revealing Sindawe in combat with lobster men. He destroys one with a series of blows concentrated on its face. The remaining lobster men claw away at him (12pts, plus poison, plus free grapple attempt). The monk remains unpoisoned and ungrappled.

Serpent rushes into the room and attacks.

Samaritha use her knowledge planes (natural 1) to quickly examine the creatures. She declares, "They are devil claw men."

Wogan shoots one while shouting, "Die, crab man!" He critically hits the monster (triple damage for 41pts).

Sindawe pummels a creature and shouts back, "I discovered them! They are lobster men!" He crushes the throat on one (27pts and cannot breathe or speak).

Two of the creatures whirl to attack Serpent (34pts and a grapple). Hatshepsut dashes in to *stunning fist* punches the grappler (13pts), allowing Serpent to wound it further with his axe. Samaritha shoots it with a *ray of enfeeblement*; the creature staggers but does not drop. The lobster men tear into Serpent who retaliates by cutting off one creature's legs. Wogan casts a maximized *cure moderate wounds* on Serpent (39pts).

Sindawe punches his way thru the shell of a lobster man (39pts), killing it.

The last lobster man snaps its claws at Serpent before dying from axe blows and Hatshepsut's monk punches. The boarding party stops to catch their breath and search the fallen lobster men.