

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 02/22/2015

TODAY'S EPISODE: RAHADOU (RA-HA-DOOM!)

The loot heavy pirate ship *Teeth of Araska* (ToA) has finished its investigation of and escape from a strange crystal ship lying derelict at sea. After that they arrived at Rahadoum's Port Godless. 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.

Port Godless

Azir, also known as Port Godless, heaves into view. Whitewashed, blocky buildings squat atop the city's waterside walls. The sea cliffs alternate with wide beaches. Forts and crenelated walls with many cannon stand watch. The harbor is behind an artificial breakwater. Small fishing boats, all painted blue, bob in the harbor's waters. A Rahadoumi customs ship greets us and examines our ship. The white-and-gold robed members of the Pure Legion board, and finding no contraband, welcome us to dock in Azir. Youssef seems remarkably well connected and smoothes over this interaction skillfully.



Youssef explains that bribes expedite most encounters in Azir, except with the Pure Legion who are immune to such. He invites the pirate officers to dine at his house tomorrow night, then leaves with the other surviving rescued Garundi: Marwan, Momo, Rachid, Kaunal, Hicham, Fahd, Salma, Nada, and Ghita.

Mitabu “Keel Breaker” and Zoamai “Elf Burner” also leave the *Teeth of Araska*. Mitabu explains they have business in Azir, but will return periodically for their shares.

The harbor is joined to a market area that is separated from the main city by walls, fortifications, and Pure Legion guards. Entering the main city requires another interview and search by the Pure Legion. It is rumored that returning from the main city involves a much briefer search and interview.

There are forty ships in the harbor of various nationalities. One of the crew recognizes a pirate vessel the Black Contessa captained Scevola Hess. Wogan assigns J.J., the aquatic homunculus, the job of getting hull wood from all of the vessels. Serpent and Sindawe deal with the harbormaster. Said individual is a fat man clad in silks. He is braced by muscular guards. The pirates hand over the harbor fee, plus a bribe recommended by Youssef.

Selling Plunder

The pirate vessel's main concerns in Azir are:

- Ransom Octavia
- Sell 23 Plunder points – example: 4 plunder units from a xenophage tree (supplies, gems, and exotic materials from the planes).
- Sell Black Egg
- Course to Ilzimagorti – the pirates need a navigator to get them there
- Intel and contacts

Selling plunder in a city has the following rules:

- It is time consuming – one point per day per seller - The seller has to find a buyer to match each type of plunder. This is the disadvantage of pirating; no one ordered your plunder.
- City size factors in – Port Godless is a metropolis so the plunder can be sold for a base of 100% of its value.
- Upselling – diplomacy can be used to increase the sale price.

That evening, Wogan sells a plunder point (from the Dowager Queen) for 1000gp plus 100gp. Serpent notes that there are also many magic items to sell: 104,000 gp for the entire crew and another 26,000 gp for the player characters. It is obvious that the pirates will be here for many days, even if they enlist Youssef's help. Wogan commissions *energy resistance* for his armor, which will take 18 days.

As per standard operating procedure, the pirate crew is broken into watch shifts while in port. The guards get a small number of coins at the end of their shift. Those not on shift get a smaller number of coins. This is repeated daily until shares have been paid. The idea is to keep the chaotic, pleasure seeking crewmen coming back.

The just paid crewmen rush off the ship. Some head to the brothels and bars in the harbor. Others few head toward the city proper, reasoning that everything will be better there.

Octavia is given pen and paper, then ordered, "Write a letter to someone who will pay your ransom." Octavia happily agrees.

The Streets of Azir

The following day is spent selling plunder, then waiting for dinner time. That evening the pirate officers leave all religious items in their cabins, then walk to the legion check point leading into the city proper. The Pure Legion guards search the sailors and ask questions. Thanks to Wogan's diplomatic words there is no 'enhanced screening'.

The streets of the city proper are a maze. Small, insignificant doors can lead to another street just as often as a market or private residence. There are no street signs. Most buildings and walls are whitewashed.

A man claiming to be Youssef ben Youssef's servant leads the sailors to Youssef's residence, which is a large residence with a walled compound. Servants take their cloaks and offer bowls of water with which to wash. Youssef arrives later in silks with hair and beard well groomed and oiled.

Dinner is served by a large number of servants. There are many dishes with exotic colors and spices. Everything is delicious. The high points consist of a tajine of lamb, plums, and eggs,] harissa with olives and lemon pickle, and a pasitilla of squabs.

Youssef and Wogan discuss sales, in particular how slowly it is going. Youssef also drops the harbor master's name, Salen, and explains how long he has known the man. The Garundi ex-prisoners are doing well and show no signs of the crystal ship sickness.

Youssef proves to be an excellent host as he entertains and informs his guests about Rahadoum and its rich history. The Eye of Abendego trivia: most sailors will take the Fever Run which takes them out past the island and well around the eye. The more daring sailors ride the eye's winds counter clockwise inside Mediogalti Island.

After dinner the group retires the study for mint green tea and business talk. Youssef knows many merchants and thus can expedite the sale of goods. Youssef offers to sale their goods, thru his friends, for maximum profit over the next three weeks for only a 10 percent commission. The pirates agree.

He is also able to put Wogan in contact with an arcanist capable of manufacturing magic items. Wogan is happy. Youssef also knows arcanists who will trade magic items for magic items.

Wogan explains that *the Teeth of Arak.sa* is going to Ilizmagorti. Youssef replies that he knows a merchant in that city named Saulgame ali Pakesh. Youssef also recommends the *Murdered Manticore* and its owner *Shark* for business but cautions diplomacy. Law enforcement in Ilizmagorti

is decent and dependable for the locals. It is enforced by the *Blood Watch* and a system of *Red Mantis* informers and murders. Law enforcement is non-existent for visitors who must rely on the pirate's code in their dealings with each other.

The pirates thank their host and take their leave, so as to return to their ship before the nighttime curfew starts. The Pure Legion gives them a quick once over for stolen goods and severed heads. Finding no such items, the legionaries pass them thru to the harbor.

Layover

Youssef's agents appear each morning to facilitate the sale of plunder, increasing the sale rate to two per day.

Serpent points out, "Youssef's help is costing us quite a bit."

Wogan and Sindawe agree, but no one offers a better plan.

The crewmen's social activities ashore slowly filter back to the ship:

- Serpent receives a letter from Count Nazzio (pronounced "Nazi-O"). Nazzio, their crewman, has discovered his noble Chelixan birth here in Azir and has decided to take the Salt Trail back to Cheliox where he will claim his lands. His pirate career is over. The letter ends with, "Please inform the captain and ask him not to kill me." Sindawe explains, "He signed on to become a member of the *Teeth of Araska*. He didn't pay his way out, so he's dead if we ever see him again." Serpent nods because it seems incredibly fair.
- Tanned Hank finds an albino goat and brings it on board as a pet. The crew name it Nazi-O and declare it the ship's mascot.
- Luca Caletti is able to find several Chelaxian naval muskets in the harbor market. He purchases and repairs the guns, which will go well with his long gun.

- Stoke, Rufus, and Howler return to the ship curiously bundled up. They rush over to the command staff to explain: A small group of the crew were invited to a private residence for food and drink. The drink was drugged. Luckily, Stoke, Orgon, and Howler were slow to partake. They were able to fight their way out. They acquired local garb to both bind and hide their wounds at the legionnaire check point. And they were forced to leave the heavily drugged Slasher Jim, Mase Venjum, Pirro, and Zorzi behind.

Against the Slave Lords

Wogan heals the wounded sailors, then dons a magic breastplate borrowed from the ship's plunder. He then hands his holy symbol to Tommy Blacktoes and asks the rogue to smuggle it past the legionnaires. Everyone grabs weapons and gear. The officers and escaped sailors head to the gates for the main city.

The guards in the customs line turn Tommy back; they don't like the look of him. Wogan curses quietly; there won't be any divine magic. Stoke and the other escape sailors lead the group to the kidnap building. The place has been abandoned. Serpent finds signs of a fight and that the losers were rolled up in rugs. Sindawe and Wogan approach a group of urchins loitering nearby.

Sindawe asks, "Did any of you see a group of men leave here earlier? I have coins for those who can help." He is immediately surrounded by urchins; all of them raise their hands to indicate that they saw it all.

Sindawe asks, "Did any of you see those men leaving with dolphins?" All of the hands, save one, remain raised.

Sindawe points at the honest urchin, “Can you lead us to those men?” The urchin agrees for a gold coin, plus one for each of his friends. Sindawe agrees.

The honest urchin tells Sindawe that he saw men leave with heavy rolled up carpets. He then leads the sailors through streets, allies, and merchant areas, then finally to a non-descript large door. He explains that slaves are bought and sold on the other side of the door. When asked if this is legal, he goes into a lengthy discursion on the civic benefits and drawbacks of slavery.

Sindawe nods, then demands, “Serpent! Take this child’s scent. We’ll want to find him again later if he lied.”

Serpent nods gravely, then switches to his serpent totem form. He makes a big show of sniffing the urchin.

Sindawe pays the children, who flee the area. A knock on the locked door brings a man who demands to see cash before he’ll let them in. The pirates shake bags of money. The door opens.

The man leads the sailors down a hallway into a large room of buyers waiting for something or someone to appear on a stage lit by braziers. The hall and room are dark and smoky.

Stoke announces, “I don’t recognize anyone.”

Serpent turns to ask Stoke a question only to see him drug behind a curtain via a garrote. Serpent flings the curtain aside and kicks the door open as Sindawe and Wogan join him. A group of men are struggling with Stoke. Several more are unrolling a carpet containing Slasher Jim.

Wogan turns and hits the crowd of buyers with cause fear from his *mace of terror*. The crowd goes unhinged as feared buyers run for it and in turn confuse and panic the other buyers.

Serpent enters the room, picks a man, and beats him down with his staff. Serpent announces, “They’re wearing chain shirts under those robes.”

The Keleshite kidnappers pull scimitars and nets. Nets are thrown at Wogan and Serpent, who manage to evade. The remaining three kidnappers attack Wogan and Serpent. Sindawe cuts one down with his *transformative temple sword*. The net throwers attack with scimitars. One manages to critically hit Wogan (17pts). Several more kidnappers fall inciting the last two to flee. One makes it to a door leading to the street; he runs into the crowds.

Wogan revives Slasher Jim, Sindawe unrolls other carpets, and Serpent looks for paper work. Stoke and Organ join in the carpent work to find Mase and Pirro. Rufus finally rushes in. Sindawe assigns the junior pirates to get Slasher Jim, Mase and Pirro back to the ship. Pirro is still unconscious even after Serpent splashes mead in his face; the others carry him out between them

Sindawe revives an unconscious kidnapper (merely punched unconscious). The man is intimidated well enough to speak Common instead of just gabbling in Kelish and answer some questions. But time is running out. Sindawe knocks the man out, then he and Wogan roll the man up in a carpet. Serpent robs the dead men; he finds armor, weapons, some cash and *potions of stabilize*. Serpent also finds money in the bottom of a cigar box full of slave paperwork.

A very short time later, Sindawe, Wogan, and Serpent, exit the slave building onto a street turned chaotic with terrified buyers and gawkers. Some of the gawkers point at the pirates. Wogan decides to disperse them all with another hit from the *mace of terror*. The honest urchin appears alongside the carpet carrying pirates and is immediately hired to help them escape. He leads them down a maze of back alleys and finally to a small door hidden by baskets. The stairs lead to damp stairs going underground and finally to a room joined to a cistern.

“Let’s look at the paperwork. I’ve always wanted to say that in a damp basement.”

Some of the paperwork is in Kelish; the rest is in Osiriani.

Wogan asks, “Hey, kid. Can you read?”

The kid replies, offended, “Yes. All citizens of Azir can read.”

The kid finds the purchase paperwork for Saheb Atomy. It is a special order for green-eyed woman. The pirates are unembarrassed to admit that they never looked at Zorzi enough to determine if she has green eyes. Wogan says that she does, and gets some ribbing from the rest of the command crew as a result.

The lad tells them to ask for Said if they need anything else. The kid begins hiding coins on his person.

The man is released, but threatened with scent tracking and various forms of murder if the pirates see him again, or hear of him again, or generally just decide to kill someone one day.

The pirates head off to Youssef bin Youssef. They are greeted at the door by a servant who tells them, “The master has been expecting you.” The servants give them water to wash with, then shown to a waiting room full of snack foods.

Sindawe announces, “Well, we paid well enough for it.” He shotguns several small bowls of pickled foods.

Youssef appears several minutes later, gracious as ever.

Wogan explains, “One of our crew has been sold into slavery. Why were you expecting us?”

Youssef replies, “An associate dropped by to tell me about the disturbance at a small slave market. Luckily the dead are foreigners; small donations will smooth the ruffled feathers of the constabulary.”

Who?

Ahbib Atomy

Oh yes. A wealthy and well placed man.

Serpent says, “Oh, yes, we wanted to buy our associate back.” He counts out the 1491 gp from the stolen cigar box. “Or maybe we should use this paperwork to see if we can prove her sale was illegal.”

Youssef explains, “The law in some cases can be complex. I would counsel to extend an offer to purchase your crewmen back. The law is a worthwhile option but not when the individual is so resourceful.”

Sindawe answers, “We want to purchase our companion back. We also have a Chelish opera singer we would be willing to trade for Zorzi plus cash back.”

Youssef agrees to do so and will endeavor to get the best price.

The Bachelorette

The next day, one of Youssef’s men brings word that the man’s offer is the Chelish opera singer and a thousand gold for Zorzi. Serpent doesn’t think the deal worthwhile. Sindawe is equally unhappy and wants to go over and just murder the man.

The pirates talk up Octavia’s fame and opera singing prowess. Youssef admits that a meeting between Octavia and Sahib Atomy might shift the bargaining process in favor of the sailors.

Octavia isn’t convinced by Sindawe’s explanation of, “Sell yourself to this man. Make sure he understands your value. If his ransom comes in first we sell you to him. Else we wait for your ransom and we don’t have time to wait... for very long.

Samaritha helps Octavia primp and preen, then sees her off to Youssef’s guard escort.

She returns that evening in a snit. She is only worth an even trade.

Sexy Beast Sapier is arrested in what is described as a “dumpster love nest” with a local.

Serpent asks, “What type of local?”

He is told, “It is best to not ask.” A small fine/bribe is sufficient to garner his release.

Wogan notices that Rucia is behaving strangely. Not alien, but furtive.

Wogan confronts her, “What are you up to?”

Roccia explains, “Nothing. I’m just doing laundry.” She holds up the laundry basket as proof.

Wogan decides to play the guilt card... in spades, “I think of you as a daughter. I can tell when you are lying. I’m very disappointed. Etc...”

Rucia admits that she helped Octavia escape.

Wogan yells, “Captain! The opera singer has escaped.”

The pirates intercept a portly male sailor staggering down the ramp that turns out to be Octavia in a dozen sets of clothing.

Sindawe orders Octavia thrown into the brig. Wogan orders Rucia to continue on laundry duty for the next month. She tries to counter-guilt him about how “You can’t be in favor of selling that poor woman into slavery! And I thought you were all against slavery!” Wogan goes and drinks his conscience to sleep.

Ransom And Murder

The following days bear more plunder sales and more negotiation over Zorzi’s fate.

Sindawe asks Youssef to straight buy back the crewwoman. And negotiate the price down for time served.

The price is 1600gp. Sindawe pays the price, but orders Tommy Black Toes to shadow Youssef and get the victim's actual location. Tommy takes *invisibility* and a *bat of disguise* to get past the Pure Legion guards, as he is on their permanent "no entry" list.

Sindawe pays the 1600gp out of his own purse. He also lectures Serpent, "I paid for the right to kill this guy. You don't get to."

Things Sindawe might buy:

- magic slippers or shoes

- elixir of tumbling 125gp

potions: 25 gp × the level of the spell × the level of the caster.

- 1st (50gp): air bubble, chill touch (250gp for 5th lvl caster), delay poison, enlarge, invigorate, sculpt corpse, touch of the sea (swim speed)

- 2nd (300gp):

 - oil: blood biography, darkvision

- 3rd (750gp):

 - oil: ape walk, spider climb communal