

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 03/22/2015

TODAY'S EPISODE: THE WAY SOUTH

The pirate ship *Teeth of Araska* is ready to depart Rahadom's Azir, aka Port Godless, for destinations further south fortified with the return of crewman Zorzi, new crewman *Mr Smiles* (a clown doll), provisions, and a guide who knows the way to Ilizmagorti. Will the pirates make new friends in Ilizmagorti? Will they find opportunities and riches? Or will it all end in *murder plunder fleeing?*

Our heroes are:

PCs:

- ▲ 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).

NPCs:

- ▲ 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.
- ▲ Plus a crew of professional pirates, escaped slaves, and adventure seekers.

SHORE LEAVE IN AZIR

The Navigator, The Trip

Tarek is under contract with the pirates to navigate them to Ilizmagorti for the handsome sum of 390gp. Why does one need a navigator to find a dinosaur covered island in remote and

uncivilized waters when hundreds of ships and thousands of sailors go there every year? Clearly, the Secret Places Navigator's Guild is to blame.

The List: Business, Information, Lust, and Betrayal

The *Teeth of Araska* has some business remaining:



Habib Al-Talib

- Ransom: crewwoman Zorzi was kidnapped by Habib Al-Talib, a wealthy and connected local individual enamored with green-eyed women. In other cities, this individual would be called a kidnapper/rapist, but when in Rahadoum... Anyway, if the pirates are lucky the Argentate Blades will rescue Zorzi without bloodshed, additional cost or time served by Zorzi. The Blades include Estella Cheriford, her brother Tadius and the matronly gnome oracle Dolce.
- Loot sales: As quartermaster it is Serpent's job to track loot, sales, and shares. But he lost the paperwork and only just now

recovered it. Everyone eagerly awaits their shares.

- The crew share is 2455.18gp per crewman with senior officers getting 1.5 shares and the captain getting two shares.
- The party share is 7738.68gp per PC/named NPC.
- The aasimar sisters Aelia, Flavia, and Volcatia are courtesans of great beauty and low cunning. They have convinced some of the pirate officers that they want to be "wives" for pay. The unattached officers having been vying greatly for the sisters' favor. Sindawe and Wogan have been observing the dance with interest. Will the sisters take the money and run? Or will they settle down? The sisters wisely decide that Port Godless is a poor choice as they are likely to be

enslaved (again). Gareb and Flavia quickly become a couple. Big Mike and Little Mike have a fistfight (on shore of course) over Volcatia, which Little Mike wins. Big Mike settles for Aelia.

- Spying on the crew: Sindawe hires Said to recruit his friends to spy on the ten crew members he suspects of being potential mutineers and/or members of Tommy and Lil's sex cult. Said agrees to the work for the ridiculously lucrative rate of 40gp/day.
- A local sage named Rambam does research for Serpent: Serpent has a medallion that belonged



Rambam the Sage

to his mother, a woman he never knew. He handed it over to a local sage to see what could be gleaned. Unfortunately, the sage is only able to deliver a slim lead on dear old mom. Serpent's medallion closely resembles one wore by White Estrid, a Linnorm King. Then the sage spills a lot of rumor mill quality "facts" about White Estrid and her

exploits (subduing a linnorm, sacking Nisroch, running the Chelish blockade at the Arch of Aroden, etc.).

Sindawe and Wogan are with Serpent for the sage's report.

Sindawe asks Serpent, "White Estrid is your mom?"

Serpent replies, "I'm not saying that. But this guy thinks there is a connection."

Sindawe nods, "OK. If we meet her under stressful circumstances, you need to tell her:

"Mommy! Don't kill us."

Wogan adds, "That's important... that she shouldn't kill us. Don't forget to tell her that part."

Youssef, a friendly local information broker, invites our heroes to dinner, which is actually an excuse to sell them information. He explains that a Chelaxian frigate named the *Impervious* (a sixteen gun ship) is patrolling between the Rahadouvian southern blockade and Ilizmagorti. It is boarding and searching vessels. A sailor aboard such a vessel reports that its crew includes an extra large marine unit and Hellknights. Sindawe pays Youssef 200gp to learn about the ship's officers.

Youssef reports back several days later. The captain is Paracountess Vorrea Talminari, who was Paracountessed after recent actions at the Chelaxian blockade of Pezzack. Paralictor Caroos Vin commands the Hellknight contingent. They sound like a ship to not run across on a dark night.

Provisions

Returning from dockside business the ship's officers find that their provisions are not being loaded, because several groups of locals are arguing loudly with each other and the pirates in charge (Melella, Voodoo, and Tarek). The locals are three merchants and their heavy lifters. Each group is arguing that is they who have the right to supply services to the ship according to a complex system of rules (and bribes). The officers slowly work their way thru the pushing and yelling crowd.

Wogan attempts to bribe some of them to go away, while Sindawe questions the sailors in charge. The sailors don't know much more than, "*Tanned Hank told us to buy the provisions on this piece of paper. Then he disappeared. We did so, but I'm not sure which one we signed up with.*"

Wogan reports back, "These guys aren't budging for a bribe. They all want the contract money."

Sindawe nods, then climbs onto the rail and shouts, "I am not paying anyone to go home. But I will award the contract to whichever group can out muscle the rest!"

Each faction immediately dispatches runners to get more muscle. Soon the dock is a melee of pushing and screaming locals as more employees, friends and family members show up. One faction lacks for support and leaves. The remaining two factions refuse to budge until Wogan uses his *mace of terror* to chase one off. His skillful aim limits the collateral damage.

The winners load the freight slowly, anticipating bribes to work faster. Sindawe refuses, which merely gives the harbor master time to arrive and collect a bribe (or “provision loading fee”) of 34gp. Sindawe pays the bribe but withholds the provision contract until the merchant delivers (and loads) the balance the next day.

Sindawe, worried about bad provisions, orders Billy Breadbasket to be on duty tomorrow to check the quality. He also hires iron-lunged criers to deliver the results of said inspection to all four corners of the dock area. He chuckles evilly.

The provisions are delivered and loaded the next day. Billy is able to report that the food is a 16 on a scale of 20, which impresses everyone. A still suspicious Sindawe orders the criers to deliver the positive review. After all, he did pay for 45 minutes of yelling.

Religion Talk

Hatshepsut takes Wogan to lunch so she can pick his brain about her recent brush with death that was seemingly deflected by Gozreh’s will – a giant ice dragonfly blocked an alien energy beam directed at her with its own body. She has struggling with a growing doubt of Ydersius (a decapitated snake god) for several years now. Her clerical spells are greatly diminished. All that was serpent folk society and religion no longer exists. And the one serpent folk female she has seen in hundreds of years, Samaritha, turns out to be uninterested in Ydersius. She is alone and uncertain. The pair discuss religious philosophy for aw hile, during which Wogan determines she is

ready for something else. He invites her to participate in his ongoing religious discussion/instruction with Rucia. Hatshepsut agrees.

Said the urchin reports that Olgvik the Ulfen sailor has been arrested for fighting. Sindawe follows the lad to the constabulary building. Olgvik claims he was cheated by locals and retaliated with his fists until the law showed up and arrested him. The constable explains that Olgvik must stand trial and that bail just isn't possible. Until Sindawe hands out 215gp in bribes (or "bail").

The trio return to the ship, where Said tells Sindawe, "I want to sign on with your vessel. Do you need a cabin boy?"

Wogan, standing nearby, snickers.

Sindawe ignores his friend and explains, "Well, we can teach you how to sail."

Said continues, "You have no wife so I can take care of your needs."

Wogan snickers loudly.

Sindawe quickly says, "Yes, you are welcome to join the crew. But only if you say nothing further about cabin boys or taking care of my needs."

Huzzah!

The Argentate Blades sneak aboard disguised as local laborers, then throw off their robes to give a Three Amigos style rapier salute as Zorzi reveals herself. She is still dressed in her harem girl outfit, which invites appreciative hoots and whistles from the crew.

Sindawe asks Zorzi about her time away. He is happy to note that she seems unfazed by her captivity ("I got fed and bathed and lounged around and all I had to do was some sex with a

modestly ugly man.”). Sindawe is relieved and orders her back to work. Then he invites the Argentate Blades to dinner.

Sindawe and Wogan bet on how the Blades managed the rescue: Wogan maintains they snuck in over the roofs and Sindawe maintains they disguised themselves as harem girls.

Billy Breadbasket prepares a nice dinner using local foods and spices. Said serves. The Blades explain in great detail and gusto how they ran a *Burn Notice* style sneak and grab operation, including dressing Dolce as a matronly house servant.

The Blades continue the entertainment as they take turns describing their long career. Estella describes how she is the brains and is constantly saving her brother. Her brother, Tadius, refers to himself as the leader. There is also a long discussion about Tadius’ thigh-high boots, which are commonly referred to as River Kingdoms Crap Catchers.

Estella and Sindawe flirt mercilessly to Tadius’ great annoyance.

BACK TO SEA

Day 1 - Departure

Youssef ben Youssef is there to see the pirates off with flowery words. The pirates return the favor.

Said delivers his child spy report to Sindawe. There is much information about pirate debauchery but little suspicious or mutinous behavior. Sindawe is concerned by Kahina’s multiple visits to a local drug den called the *The Dragon’s Smoke*.

Wogan uses the last hour at dock to have the vessel searched for stowaways and to clear the ship using *repel vermin*. The stowaway detail finds three women snuck aboard by horny crewmen. Wogan has them thrown overboard.

The rest of the day includes:

- Many sightings of Mr. Smiles, Karomander's clown doll, both real and imagined. Everyone hates clowns.
- Wogan uses *cure disease* to treat three pirates with drippy dick (not a British dessert).
- The voyage to Ilizmagorti is mapped out: the vessel will sail well outside sight of the mainland and the small islands to avoid the *Impervious'* reputed patrol area. Tarek helps lay the course.
- The pirates encounter a merchant vessel sailing north but decide against pirating it.
- Many small vessels (fishing and coasters) are also encountered.

Day 2 - Rescue

Late in the day Serpent spots debris and calls out a warning to Wogan. Said wakes Sindawe with the news. Serpent spots movement so some of the sails are lowered to slow the ship, then the course is changed toward to the movement.

The pirates find a little man lying on tied together ship debris. The gnome appears to be unconscious from exposure. Serpent asks his wife, Samaritha, to cast *fly* on him. Samaritha is pretending to be pregnant, so she shuffles slowly over to him.

Serpent flies over to raft, where the sunburned gnome revives to ask, "Are you an angel?"

Serpent looks the raft over for anything of interest, then flies the gnome back.

The gnome is treated with spells, food, and water. He revives enough to introduce himself and tell how his ship, the *Hunter*, was attacked and sunk by a sea dragon. The grey dragon was the size of three or four men lying together... not in a sexual way, but like head to feet. It ate men and women. It swam and its roar made strong men weep.

The gnome offers to make a salve for his sunburn if he can some herbs and help. Mellela is assigned to help the gnome and make he doesn't die in the first twenty-four hours.

Day 3 - The Ship

It is again Serpent who spots something interesting first. Lateen sails propel a ship of strange design, a split hull but not an elven skimmer. The flag might be that of Rahadoum but the lack of wind keeps the flag hanging. The pirates suspect it is becalmed and swing wide of it.

Day 4 - Sea Dragon

Nimborn is at the rail preparing to climb into the rigging when a grey dragon emerges from the water, bites him savagely and coils tightly around his torso. The unlucky man is killed instantly.

Serpent, Wogan and Sindawe are on duty when this happens. Serpent summons his snake friend, Saluthra, then attacks. The dragon drops back into the water with Nimborn's corpse while the ship continues at full speed. Serpent flies back for a look but finds only a scrap of cloth.

Wogan orders 3-5 armed crewmen be added to each shift just in case there are further attacks.

Day 5 - Dragon Attack Again

Ori the cook brings breakfast (scrambled eggs) to the sailors on duty. Sindawe is about to take his meal when he spots a horned dragon lunging over the side at Ori. He pulls the cook out of reach. The monster bites Sindawe (16pts) but fails to catch him in its coils. Axe armed pirates attack it. The creature runs. The officers discuss how to guard against such a creature.