

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 04/05/2015

### TODAY'S EPISODE: FINDING ILIZMAGORTI

The pirate ship *Teeth of Araska* has departed Rahadom's Azir, aka Port Godless, for Ilizmagorti navigation courtesy of the paid guide, Tarek. Will the pirates sneak past the Chelixian frigate named the *Impervious*? Will they 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.

#### *Dragon Attacks – Three Days and Counting?*

On three separate days the ship has been attacked by an aquatic dragon, species unknown. It swims alongside, snatches a crewman, then escapes with its prey. When it fails to snag prey it doesn't remain for long if threatened. Additional vigilance seems to be the only protection against the creature.

The next day delivers a small storm that the pirates handle well. Sindawe spots a floating object – a water tight sea chest. Samaritha casts *fly* on Serpent who departs to investigate. He lands despite the rolling waves, grabs the chest and begins to fly back when a serpent form leaps out of the

water. It entangles him in its coils and they drop back into the water. Serpent notices an eldritch rune glowing on its forehead.

The gnome starts screaming, “Aieeee!!!” Everyone else is startled.

Samaritha casts *fly* on Sindawe and demands, “Go get him!”

Sindawe uses his flight to charge, closing the distance immediately to attack. Serpent slashes away with his back up weapon, a masterwork dagger.

Wogan activates a *feather token of winds* to reduce the winds pushing the ship further away.

Zoamai casts *magic missiles* at the beast just before Samaritha hits it with *ray of enfeeblement* (8pts of Str).

The serpent responds by biting and constricting Serpent. Sindawe punches it several times, stunning it. Serpent flies clear of its coils and casts a healing spell upon himself. Wogan casts *magic missile* out of rain tiger (a magic emerald that acts a *ring of spell storing*). Wogan summons a fiendish dolphin and orders it, “Help the humans! Kill the serpent!”

Sindawe breaks the stunned monster’s flipper with his next flurry of attacks (critical attack deck “broken leg”). Spellcasters on deck are having trouble targeting the monster underwater. Serpent casts another healing spell upon himself. The monster swims straight down; Sindawe follows the burning glyph on its forehead. Serpent flies into the water after them.

The monster swims away again and attempts to hide. Sindawe holds his breath and follows, finally landing a successful *stunning fist*. A fiendish dolphin rams the serpent with its nose while uttering in Abyssal, “Free! Free to dolphin rape everything again! So says Anti-Flipper!!!” Serpent also arrives to stab the dragon. The creature goes limp.

The pirates fly/swim it back to the surface, then manage to do drag it up the side of the ship and dump it on deck. Samaritha pulls the sea chest aboard using *animate rope*.

## *Aftermath*

The gnome asks, “How did you manage to kill that thing?”

Mace Venjum asks, “Can we open the chest?”

Serpent decides that the serpent is still breathing, so he moves to stab it to death. His movement to the creature is interrupted by a pit opening beneath his feet. The opening also catches Wogan. The pair fall 40-50’ into a pool of acid, which is unusual behavior for the deck of a ship.

Samaritha screams, “That’s an *acid pit* spell!” She spins about scanning for a new enemy.

Sindawe punches the gnome, “I knew the sea couldn’t wash away the stench of gnomish betrayal!”

The gnome takes several punches as it runs over to the sea serpent, which surges back to life. The serpent knocks Sindawe into the pit using bull rush; the monk takes less damage thanks to *slow fall*.

Serpent reverts to a serpent-form and starts climbing up the sheer sided pit. Sindawe uses *spider climb slippers* to follow; he tosses a potion of *spider climb* to Wogan.

The gnome screams, “Oh no! It’s got a turbo-speed!” It shows off turbo speed by biting, goring, and tail slapping Samaritha. Coils slip around the lady wizard and squeezes. Sindawe and Serpent attack the hastened beast.

The gnome mutters under his breath and suddenly the ship’s deck goes slick, forcing the pirates to fight for their footing.

Samaritha wiggles free of the sea serpent and shouts, “The gnome! It’s controlling the beast!”

Wogan orders, “Kill the gnome!”

Several pirates rush the gnome as Wogan shoots his railgun into the magic user. The gnome pops a scythe out of his staff and bull rushes Wogan; the cleric taps the gnome on the skull with his railgun but still slides back several feet. A pirate goes sliding past the melee in the grease. Wogan

steps back and casts *maximized inflict critical wounds*. The gnome casts another *pit* spell beneath Wogan, but the cleric dances back and avoids it.

Sindawe dives under the beast's coils and to attack it from the far side. It coils about the monk and squeezes while knocking Serpent's feet out from under him. Then it crushes the monk unconscious. Serpent stands up and smashes the serpent many times.

Samaritha casts *magic missile* at the monster but they splash off its hide. Hatshepsut joins the fight with the monster.

Wogan steps to the gnome with a loaded *maximized inflict critical wounds*. The gnome dodges then summons the monster via *teleport* to his side. The monster coils around the cleric, then crushes and bites him. Wogan touches monster only to have his spell sizzle out from its spell resistance. The monster crushes and bites him again. He squeals.

Serpent revives Sindawe with a *cure light wounds*, then watches in horror as the monk attacks the gnome and drops from an acid aura around the tiny man. Hatshepsut follows up with punches knocking the gnome unconscious despite the damage she takes from its acid field.

Serpent knocks the monster unconscious with a mighty staff slam.

Wogan heals the wounded despite Hatshepsut's order to do just that. The gnome is stabilized. The serpent is stabbed until it disappears in a wisp of stinky green smoke.

The gnome is searched after his acid aura disappears: +2 *small magical switch scythe*, 4 *potions (cure moderate and 3\*cure light)*, +1 *ring of protection*.

The sea chest is water tight, leather bound, and locked. Mitabu is able to open it. It contains: a book, a magic silver chain (*beneficial bandolier – allows for a quick load as a swift action*), and mushrooms.

Serpent thinks the mushrooms are poisonous. The ship's cooks bid against each other for the mushrooms, claiming they are "delicious delicacies". Wogan sells them to Billy Breadbasket.

Serpent reads the book and almost flings himself overboard upon reading about his cold, lonely childhood. He puts the book down. Wogan snatches it up and begins reading – it too has his depressing childhood, causing him to similarly contemplate suicide. A *dispel magic* fails to remove the curse.

The gnome is tied up, then the pirates return to sailing the ship through the storm.

Serpent says, "Let's keel haul him!"

Sindawe replies, "During the storm?"

"OK. Throw him in the cold room."

Wogan, "I guess he won't freeze first."

"I heard gnomes are cold resistant. Somewhere."

### *The After, After Math*

The pirates fight the storm for another 6 hours. Several pirates attend the gnome prisoner's needs: being kicked in the ribs, checking his ropes, etc...

The gnome is taken up on deck, where his crime of murder (Nimborn) and other crimes (largely made up) are read. The crew, particularly ex-members of the Black Bunyip, are eager to see the gnome executed.

Kemblor the gnome meets his end after only one pass over the keel. His spirit joins that of his eidolon Odosha. The head is removed, a brass plate "Kemblor" is attached, then it is thrown into the corpse barrel.

The crew remains riled up for the rest of the day.

Sindawe notices Klangin stomping across the deck. He tries the Barnaby Jones approach to dealing with unhappy family, friends, and labor - he offers a cup of coffee and conversation.

Klangin discusses her lust for Wogan. Sindawe listens, then asks what about Wogan attracts her: alcoholism, religious upbringing, or firearms? Since she is an orc, all of these attributes say “good husband material” to her.

### *The Second Week At Sea*

The day is overcast and slightly rainy. Sindawe orders extra lookouts in the crow's nest. This pays off. A ship heading in the same general direction is spotted. It appears to be a merchant vessel running with full sails.

Sindawe orders the crew to clear for action, their pirate flag raised, and to give chase. The other vessel raises its colors - a flag red and green alternating bands with a sabretooth. The pirates continue to close; the ship's name is *Nun's Dishonour*.

Tarek advises caution; it might be a Red Mantis vessel.

They signal the *Nun's Dishonour* to drop sail and surrender. The vessel slows, then stops. *The Teeth of Araska* follows suit and pulls alongside. The crew is wearing clothing and dresses of many different colors. The *Nun's Dishonour* captain comes to the rail.

The captain claims their cargo is whores bound for Ilizmagorti. The pirates whistle and whoop their appreciation. The captain offers trade now. Sindawe counters with trade that night after anchor has been dropped. *The Teeth of Araska* follows the *Nun's Dishonour* for the remainder of the day. That night the *Nun's Dishonour* opens for business by dropping anchor and lighting thirty lanterns and putting all of its whores on deck and in the rigging.

Captain Pugwash greets the first boat across – Sindawe, Wogan, and 12 crewmen. His vessel is running a whore re-supply. Sindawe and Wogan do a once over on deck then give the all clear. Wogan steals a splinter of wood. Sindawe has to roust a pair of pirates to row the boat back. Reinforcements are sent over every 45 minutes.

Wogan makes the rounds that night, encouraging the crew on watch to be extra vigilant. The night passes uneventfully.

The following day (day 8 out of port) is a dead calm, so commerce continues. Wogan and Sindawe take bets on how many crewmen will cross that day. Sadly the crew's lack of money distorts their bet. Wogan also inquires about the whores; he is happy to find they are all volunteers.

Day nine is also a dead calm. Another day of debauchery. Some of the pirates are starting to look a little peaked.

Day ten the wind picks up. The ships sail onward. Claxton spots a mermaid, which doesn't impress the rest of the sex-sated crew.

Day eleven the ship hits a concurrent current, which they have to navigate around/past. Gareb is at work as coxswain, maintaining the ship's boat, when a shark leaps out of the water and bites him. A very large shark. The pair drop back into the water.

Wogan throws the man a rope. Serpent does a serpent transformation and dives into the water. The ship is going at a good clip but Sindawe still order the sails reduced and the ship turned about. Serpent and Gareb are able to kill the shark. The ship is slowed further and a boat is lowered and sent back, this being deemed faster than circling the ship back around. Both men are rescued.

Day twelve the ship encounters a storm spun off from the Eye of Abendego. The storm clouds stretch high in the sky. Wogan pops another feather token to reduce the wind by a category. Nine control rolls are required, DC 25:

- #4 is failure at 19 – Black Top Bill goes overboard. Wogan throws a rope after the man, which Samaritha delivers to him via *animate rope*. He is saved.
- #8 is failure at 25 – The hull takes a hit below the water line; zopts to the very fore starboard section. And a cannon rolls over Kahina's leg. It is broken, but quick medical attention saves her life.

Then finally the storm passes, leaving a grey sky and ocean and a shell shocked crew.

Day thirteen Samaritha and Wogan investigate the book again after successfully casting *dispel magic* on it. It is a copy of the *Magnifying Spells with Illusionary Flongestoon* by *Umbrel Kahn*.

On the fourteenth day, Mediogalti Island heaves into sight!