

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 04/19/2015

TODAY'S EPISODE: ILIZMAGORTI

The pirate ship *Teeth of Araska* is sailing to Ilizmagorti navigation courtesy of the paid guide, Tarek. The island of Mediogalti is in sight; its reefs less so.

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.

MEDIOGALTI ISLAND

Mediogalti Island is a small nation located off the western coast of Garund and is home to the Red Mantis Assassins. It is also a haven for pirates who sometimes bury their treasure in the island's interior.

The *Teeth of Araska's* crew is looking for Ilizmagorti for intelligence on routes south, plus repair storm damaged (20pts to the forward hull starboard). But right now they have to sail thru treacherous reefs. The locals have posted no navigation aids because they are completely happy to see ships sink within sight of the city.

Tarek announces, "This is where I earn my money. We'll need someone to take soundings from a plank near the water line. They'll need to watch out for reefclaws and sharks."

J.J. the seamunculus says, "I'll keep an eye on the sounder and scream like a girl if he gets eaten."

Serpent is lowered on a plank. The Mediogalti Island flag is raised as the ship sails very slowly forward. Navigating the reefs requires 5 control rolls (profession sailor plus aid rolls). The ship ably clears the reefs and enters the lagoon.

The lagoon is shaped like a grasping claw. There are thirteen small islands near or in the harbor. The city itself is cut by several rivers. Ships in the lagoon are a mixture of sea vessels and barges from the island's rivers. Much of the city stretches into the lagoon and sits upon wooden posts separated by alleys of water. Structures on land are constructed of stone. There is an exterior wall of limestone that keeps dinosaurs, lizard people, and other menaces out.

Tarek says, "I recommend not doing these five things: don't mess with the locals, don't mess with the Red Mantis, don't go looking for the Crimson Citadel, don't mess with Blood Watch in charge of law enforcement and guarding the walls, and... I forget the 5th one. Visitors are welcome to police themselves under the pirates' code. Crimes against visitors are not policed, so watch your backs. The *Hospice of Serenity* is good if you get hurt. The *Pagoda of the Mantis* isn't technically off limits, but it is rumored that non-believers entering it get murdered within 24hrs. "

The pirate officers ask Tarek if he knows where Saleem ali Pakesh, an importer, or Mr. Shark, the owner of the Murdered Manticore are. Mitabu asks about the Dead Man's Chest. Tarek knows only where the last one is located.

Several of the pirates are interested to find out that Tarek is an epicurean and spends his time drinking and eating the finest fare offered. He plans a restaurant and pub crawl this evening. Several officers and their significant others join him.

The ship is docked with other seafaring ships. They pay 100gp in docking fees. Fruit and novelty sellers surround the ship include kobolds selling large cat furs and priests selling indulgences. One cryer with a particularly loud and penetrating voice announces, “The best whorehouse is the *Mermaid's Caress!*”

Wogan says, “I hope that guy is gone when I get back, because I’ll have a wicked hangover.”

Sindawe attempts to buy an indulgence in front of his crew for “murdering five disloyal crewmen in the immediate future”. The priest says, “You’ll have to see *Black Arm* at the temple to Besmara for such an item.”

First Night Ashore

Watch assignments are given after Sindawe reviews the last watch lists and removes the dead and inanimate objects from said lists. Wogan and Sindawe remind everyone not to bother locals, Blood Watch or Red Mantis.

Tarek starts the pub crawl. Wogan, Rucia, Mellela, Klangin, Little Mike and Volcatia join him. Tarek takes them to more genteel places for the sake of the ladies. There is much drinking and snacking throughout the night. Rucia falls unconscious after three or four drinks. Little Mike and Volcatia drag her back to the ship an hour later. Tarek, Wogan, Mellela, and Klangin make it to 4am and finish the night with a whore’s breakfast (beer and a tomato).

Serpent and Samaritha decide to hit the town in high style, using their *bats of disguise* and fat wallets. They spend some time hiding their egg clutch behind several large tar sealed packages in the ship's hold. Then they head off to the *House of Sorrento*. They hire a barge man to take them to the island.

The barge man explains that he recently joined the barge guild and that no one should ever hire outside the guild, because those guys are dangerous.

The pair spend 10gp on a fine meal and another 10gp on wine. Then they rent a luxury suite at the *One-Eyed Octopus Inn* for 32gp. The suite includes fine silk sheets, a superior door lock, servants on call, and sexy lubricants and feathers.

Sindawe and Tanned Hank make arrangements for ship repair, first checking the local repair yards. The turnaround would be one week and cost 200gp. Sindawe agrees to the price, then heads off in search of the *Quarter Deck* a tavern reserved for ship captains... only ship captains.

The place is not fancy but certainly upscale. The patrons are relaxed in an environment where they don't have to be "on" for their crew. Sindawe orders some lightly spiced food and chocolate milk.

Another pirate captain joins Sindawe. He introduces himself as Captain Harrigan based down in the Shackles. "We sail up here to take prizes near Rahadoum. But first I need to shanghai some new sailors."

"Any advice for an experienced crew of murders sailing thru the Shackles?" asks Sindawe.

"If you plan on staying on in the Shackles you should sign on with someone to become a Free Captain. If not, then just watch yourself. Free Captains get approved by the Hurricane King at Port Peril."

The Next Day

Wogan asks Tarek about a safari. Tarek recommends the *Jungle Runners*, located just outside the wall in a “*We Don't Like Red Mantis Rulership*” fortified village. Wogan makes the trip and signs up for an overnight trip into the jungle for dinosaur watching. It costs 20gp a day.

Sindawe and Serpent head off in search in *Obari Imports* to sell their remaining goods. The owner, Saleem ali Pakesh, greets them. Twin female Vudrani monks stand guard nearby. After establishing that their common friend is Youssef bin Youssef, he grows quite friendly.

Pakesh shows off prized magic goods to the pirates, covering their unique backgrounds. Serpent in turn tells Pakesh about the origin of the items he's selling for the ship, including a book titled *Magnifying Spells with Illusionary Flongestoon by Umbrel Kahn*.

That Night, a Dream

Serpent, Wogan, Rucia, and Sindawe share a dream. The sea below and starry sky above. The figure of a goddess appears – half of her is representative of the goddess Gozreh with green hair and black skin. The other half is representative of Desna with dark hair with silvery skin. They realize this is *Shimye-Magalla*, a janiform deity common on this southern continent.

The figure speaks with a voice that is the sound of rushing waters, “My faithful worshippers. The *Sea Queen's Pearl* was stole by the pirate, Tarin. He has taken refuge on a nearby island. The spirits of whale, dolphin, and turtle will not rest until the pearl is returned to the Razor Coast. Retrieve the pearl and you will have my blessing.” The figure disappears into a shower of butterflies and ocean mist.

Wogan is waken moments later by Rucia. “Did you have a strange dream just now?”

The pair discuss the dream until dawn.

The four gather the next morning to discuss a plan, which boils down to “pub/tavern crawl for intel”. They decide to start at the *Blood Arena* tavern. The denizens are heavily armed men. There is a toothed, heavy saber hung above the bar mirror next to a sign declaring “No Fighting”.

Behind the bar is a grizzled, heavily muscled, old man. Wogan and the others gather at the bar. They are pleasantly surprised to be served cold beer.

The old man introduces himself as “Shark”. The pirates introduce themselves as friends of Youssef bin Youssef. And that they need help.

Shark says, “Contacts, some intel, and mercenaries. I can help with those.”

Wogan replies, “We’re looking for a Tarin.”

Shark nods, “That’s the captain of the *Silver Narwhal*. He’s white, grey and black hair. Spends time around here. Some other captains hired mercenaries here and headed out after him. Not sure why exactly.”

Wogan orders another round.

Shark continues, “Tarin has a base somewhere nearby, probably on Mediogalti Island itself. His full name is *Jared ‘Red Skewer’ Tarin*.”

Wogan asks, “What about these other captains. Anything notable?”

Shark shrugs, “Not much. They were thin on crew, so they hired mercs to act as marines.”

Sindawe asks, “Can you help us find Tarin? And what would you like in return.”

Shark replies, “Information has worth. I can answer your questions for 50gp apiece.”

Wogan agrees. Sharks says, “I got a private back room. I’ll send back some folks with the answers.”

Rucia perkily announces, “Thank you, sir. The goddess appreciates it.”

Once in the back room, Shark says, “Ask.”

Wogan asks, “Where is he?”

Shark, “His base is at Tarin’s Crown.” He draws a map to it in a plate of mashed potatoes, because no one is allowed to have a map of Mediogalti Island. “You look for a low hill with three peaks.”

Wogan takes notes, then asks, “Tell us about the others, the ones going after him.”

Shark, “He hit a big raid, so competitors are moving in. There’s the *Collective Raider* (12 guns) under *One Tooth Selleck*, *The Dirty Fowl* (8 guns) under *Sammy Shiny Buckles*, and *The Weeping Gold* (8 guns) under *Lazy Jack Spoons*. They are not necessarily working together. Tarin’s base has a sea wall that’s all jaggy so sailing in or running along the wall are iffy. Makes attacking by land more likely.”

Wogan asks, “What’s on the land side?”

“Apes. Man eating plants. Folks building ice factories. It would be daring but certainly less awful than the sea wall.”

Shark asks, “Do you want to know about his crew?”

Wogan replies, “Sure.”

Shark spills more beans. “Captain Tarin is a rapier fighter, and uses poison. His first mate is Alexandria Levall; nothing to look at, level headed, and good fighter. Navigator Gren Trevak is half-elf, dresses like an actor playing pirate, and has some spell casting. Tarin lost some of his crew in the last raid, so he’s down to three dozen.”

Wogan pays 150gp, then another 150gp, “That’s for the answers. The other is to forget about us, if anyone asks.”

The Overland Crew

Serpent asks Samaritha to come along. She wants to stay with the eggs. He settles for Saluthra and Hatshepsut. Wogan asks for volunteers to fight pirates. He gets orc warrior Klangin, ship’s officer Little Mike, gay cook Billy Breadbasket, and serial killer Slasher Jim.

Little Mike says, “You gotta get me out of here.”

Wogan asks, “Your wife?”

Little Mike replies, “We aren’t married but she sure thinks we are. And she has all sorts of ideas about how to spend my money.”

Light masterwork crossbows, quarrels, and *cure light wounds potions* are checked out for the rank and file.

The team meets with Wogan’s safari guides, Erandlon and Bukjis Tallwoman. The guides announce this is a full service safari so all equipment is provided, including kobold porters.

The guides ask, “Where are we going? What do you want to see?”

Sindawe says, “Don’t forget the dinosaurs. You wanted to see dinosaurs.”

Wogan replies, “I’m sure we’ll see a dinosaur.”

Sindawe smiles, “Oh now you’re all pessimistic about it. Earlier you wanted to feed dinosaurs from your hand and kiss them behind the ear like a giant dinosaur pony.”

Wogan laughs, “Ok, we’ll see some dinosaurs afterward.”

Sindawe tells the guides, “We want to go to Tarin’s Crown, visit the local sailors, and tarry no more than 24 hours. Then we come back and see a dinosaur.”

Five minutes down the trail, Wogan notes the humidity, and decides on a *endure elements* for himself. Wogan asks Rucia about her faith based casting abilities. He is disappointed to find out she has one level in waitress.

The guides explain, “Do exactly what we tell you, when we tell you. Watch the porters if everything goes pear shaped. Ask us about wildlife before you tamper with it. Watch out for the Bamboo Viper; if it bites you your only play is to kill yourself immediately before you die in excruciating agony. It will take 3 days to get there for 20gp a day per head.”

Wogan covers the fees for Klangin, Rucia, Slasher Jim, Billy Breadbasket, and himself. Serpent and Little Mike cover themselves. Sindawe covers Hatshepsut and himself.

The guides get them safely past a clutch of silverback gorillas. That night the pirates find out the kobolds are paid in beer, which the kobolds really want and makes them less likely to sneak away. The kobolds set up two man tents with mosquito netting. Wogan quickly claims Little Mike as his bunk mate, mostly to keep his admirers Rucia and Klangin at bay and make Klangin less murderous.

The night passes without event.

The next morning is breakfast, breaking camp, then heading northwest. There is a sudden crashing of undergrowth, then a giant rock lands really, really close to Rucia. The kobolds run in all directions.

Bukjis Tallwoman yells authoritatively, “Follow me!” She heads off the path in the opposite direction of the thrown stone. The pirates and kobolds follow.

Serpent stays put long enough to realize that there are treants are throwing stones. He announces, “Angry treants!”

Wogan pushes Rucia out of the way of another thrown rock and takes the blow himself. Rucia helps Wogan to his feet afterward.

Bukjis cries out, "Keep following me. We will be out of range quickly." Everyone does so while Sindawe and Serpent hang back to cover the retreat.

The jungle floor starts heaving and the trees start thrashing around the pair. They decide to run for it too and eventually catch up with the safari.

Eventually everyone links back up with the fast moving Bukjis. Two kobolds are missing. Bukjis suggests going back to recover the missing bundles. Sindawe leverages his *immovable rod's* "find lost keys" power to locate one of the bundles.

They camp again that night. Sindawe organizes watches for that night.

Rucia asks Wogan over dinner, "Are you okay? That was a large rock."

Wogan nods, "Yes."

Little Mike stands behind Rucia makes sexual gestures that Wogan doesn't want to understand.

The night passes without event, despite Wogan bunking with Billy Breadbasket.

The next morning is breakfast, break camp, then more walking. Strange unsettling sounds accompany their journey from seemingly all around. Erandlon doesn't know the source. Bukjis speculates a non-human tribe is the source. Wogan casts *repel vermin* which brings immediate relief to all.

The sounds cease, the column halts. Sindawe and Serpent move to the back after Bukjis hesitantly decides that they should push on. Sindawe spots a short green humanoid in the brush ahead. They freeze and then creep forward...