

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 02/21/2016

### TODAY'S EPISODE: BLOODCOVE

Our heroes have sailed south from the Shackles and crossed the Equator. The *Teeth of Araska* has been drydocked at Rickety's Squibs for repairs and improvements. Meanwhile our heroes have boarded a single masted vessel bound for Bloodcove where Mitabu has promised a "big score":

#### 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.

### *The Big Score*

Mitabu explains in secret, "My friend knows where a flying city went down. If we can get there first, we can clean up because that thing is a Shory vessel and those folks were so rich that they had more than one flying city."

Serpent, "Who were the Shory?"

Mitabu replies, "My friend says they were an ancient people with lots of magic. Old enough to be Azlanti old."

Wogan asks, "How long to get there?"

Mitabu replies, “Two weeks to get to Nantambu but my friend use to be a wizard, so I hope he can make the trip after that that go quicker with his spells.”

“He used to be a wizard?”

“Yeah. I think he got drummed out.”

Serpent interjects, “We should ask my wife about it. She might have some useful info.”

Mitabu argues against that for fear his “big score” will get leaked, but relents.

Later the group meets Samaritha in the captain’s study and makes every effort to clear the crew from surrounding areas. Samaritha gives them a history lesson that covers a lot of ground without too much detail:

- The Shory are a human race from thousands of years ago that discovered a type of magic that allowed them to build flying cities.
- After a point all of their major cities were flying over the Mwangi Expanse.
- They dabbled in darker arts later, which in turn corrupted them or their magic.
- All but one city fell from the sky. The one is a city that escaped.
- Nantambu is a Mwangi city founded by the Old-Mage Jatembe way, way back at the end of the Age of Anguish (before even the Shory). It sounds like a place that would have more information about the Shory.

Samaritha announces that her egg is near ready to hatch, so Serpent promises to be back soon for his child’s birth.

### *Idlewise to Bloodcove*

Mitabu, Wogan, Serpent, Saluthra, and Sindawe board the *Idlewise* for Blood Cove, leaving their crew to oversee repairs and party at Rickety’s Squibs. Also aboard are *ToA* crewmen

seeking entertainment and shopping: Maar Eiderson the skald, Orgon, Nemo, Sexy Beast Sapper, Thalios Dondrel, and Big Mike as escort for the assimar sisters Aelia, Flavia, and Volcatia.

Bloodcove is a small town on the Mwangi expanse off the Fever Sea. It is a trade city mainly for Mwangi Expanse trade goods with the occasional adventurer or pirate cargo thrown in. Law and order is lacking except when it comes to protecting trade and cargo... then its throat slitting time.

During the trip Mitabu explains, “We’ll need to make friends with the Aspis Consortium in order to hire on with a ship going up to Vanji River. They control trade and wealth extraction in the Mwangi Expanse.”

The ship makes the trip in a half a day. Wogan cuts a splinter from the ship for possible later use. Bloodcove is a small city or large town sitting at a river’s mouth where mangrove trees and the delta have defined it as a central body along five fingers that connect with land. The buildings sit on mangrove trees, roots, stilts and ships both floating and derelict. Black flies buzz about.

“What do we do about the bugs?” Wogan asks Mitabu.

“You get used to it. You can brew up anti-bug smears, but that gets expensive. A lot of people move away. That’s what I did.”

The ship docks, fees are paid and passengers disembark. Mitabu takes the officers to the Witch Light Inn which he describes as “the nice inn in town”. That point is proven when Big Mike is drug in by the aasimar sisters, followed shortly by Maar Eiderson.

Mitabu talks to the proprietor who is the sixth owner since Mitabu was last in town. 4 rooms are ordered while the pirate officers grill the owner about the Aspis Consortium. Everyone drops off their kits then heads off to sign up with the AC.

The tide is also rolling out which reveals the black mud of the river bottom around the exposed mangrove roots and releases a powerful odor. The group follows a path of bridges and walk-ways to solid land and the richer section of town. Business and the rich have walled compounds and tree forts (emphasis on both “tree” and “fort”).

### *Aspis Consortium and More*

The Aspis headquarters is a solid but not rich compound. A clerk takes their names and asks a battery of questions, explaining, “We’ll be in contact with you.”

A swarm of flies inspires the group to seek out anti-pest formulas at Trader’s Square, which has merchants and buyers of all sizes between wholesale and retail. The place is currently glutted on brightly colored silk.

An old lady apothecary speaking Polygot sells them a pest control smear. It is effective for 3hrs for 10gp. Several doses are purchases and given over to Serpent who claims that he can make something better. They also purchase ‘wilderness travel’ kits with mosquito netting, bedrolls, etc.

That evening they hang out in the Witch Light’s tavern where the patrons display their above average wealth through clothing, gambling and excesses of behavior. The pirates settle into light binge drinking and listening for interesting conversation.

The patrons admire the Witch Light’s light emitting moss.

Sindawe explains, “Yup. Witches emit light thru their ‘hell ports’. So, this place is well named.” His companions pretend to listen.

Sindawe gets into a shrieking match with a fat effeminate man that turns out to be a pregnant woman. He retreats to his room where he endures the passionate noises from one of the aassimar sisters and probably Big Mike.

The light glow coming through his window becomes hazy and shimmers as if it is passing through water. There is a knock at the door. Sindawe opens it to find the Wendo spirit Mama Watanna on his doorstep.

Sindawe says courteously “Thank you for visiting.”

“The spirit of turtle is very happy with you. The terrorkin was no good, it was an abomination. The spirits of the sea are pleased that it was destroyed before it entered the sea. Whale, turtle, and dolphin are talking about the return of the shark spirit; they are worried. He begins to stir and his followers are becoming daring.”

“Can you give me a clue where they are or some other tip about them.”

“His followers are many and disorganized, because his form and orders are not yet clear. As his spirit grows in power those disposed to hear his call begin to do his bidding – it is not an organized group, just a response to the fell god. But his power is greater south of here and his follower’s numbers grow in the Fever Sea along the coast.”

Sindawe gives up on the information pumping, so he switches to the other type of pumping. The vigorous type. The next morning Sindawe awakens next to a confused Mwangi maid.

Sindawe answers Wogan’s knock at the door. The maid slips out quietly.

“Someone had a good night!”

“She sure did.”

Wogan, “I got a line on an animal handler that works for the Consortiu,. Maybe we can get in good with him.”

Sindawe agrees that this is a good lead.

### *Beast Wrangler*

The pirates arrive at the section of the river docks where many native stevedores are using rollers to move a huge long crate onto a waiting ship. The large crate busts open on one end – a long necked reptile sticks its head out. Most flee, but its escape traps some stevedores on the pier’s end. The pirates decide to fight the beast and hopefully gain employment.

Sindawe runs through the fleeing stevedores and attempts to draw the creature’s attention. The crate is 20’ long and the long necked head is high up. The creature breaks free as Serpent runs up.

Serpent yells out, “It’s a dragonnel!”

Mitabu entangles the beast within its crate with a cargo net – he kicks a barrel in the cargo net off the pier, causing the net to tighten and pin the dragonnel. Wogan uses an *obscuring mist* to separate the trapped stevedores from the beast. This causes the stevedores to panic as they fight to escape what is clearly (to them) the dragonnel’s breath weapon. Sindawe and Serpent hammer at the creature with Sindawe sticking to non-lethal attacks. The creature is beaten unconscious.

The beast wrangler orders his hirelings about but they are still upset about the almost escape and the supposed breath weapon attack. Sindawe yells at the stevedores long enough to get some of them back on duty. Serpent and Mitabu help move the crate into the hold of *Vanessa’s Cunning* that also contains several goats.

The beast wrangler introduces himself, "I am Saul de Pierro. Thank you for the assist. My buyer is paying handsomely for it."

Serpent asks, "How much?"

Wogan asks, "What's his name?"

Saul explains, "I can't say. He paid for privacy. I don't have much cash on hand but I can pay you the stevedores' wages and a goat (he grabs a goat and hands it over)."

Wogan replies, "Thank you but we really want a good word put in for us with the Aspis Consortium. We need the job."

Saul agrees to do so.

A stevedore asks Sindawe, "Are you going to keep that goat?"

Sindawe replies, "Yeah, but I'll sell it to you."

The stevedore leaves with a grumbling stomach.

Sindawe asks Serpent, "Do you want a goat?"

Serpent replies, "Yes. We'll have it for a dinner."

The pirates dine on goat that evening at the Witch Light Inn. A massive man with orc blood in his veins enters the inn, then heads over to our heroes. He stops and takes an "I am very strong!" pose. A lesser man in black with an inspiring moustache steps out from behind the giant.

The smaller man announces, "I am Kelim Esteban. I will order drinks so we can discuss your employment with the Aspis Consortium."

The group is soon sipping the house's watery ale.

Kelim states, "I need able bodied men to guard one of our trading depots upriver against cannibal savages."

“What type of savages?”

“Elves.”

“Really?”

“Yes. Our depot is still in our hands but these attacks sap their patience and resolve.

You could help.”

“What is the pay? How long to get there?”

“Two weeks to reach the location. Pay in advance for the first two weeks, then in arrears until to you return to civilization. 20gp a day, 280gp up front. My ship the *River Queen* departs tomorrow at noon.”

The pirates agree. Kelim says, “Pay them, Faruq.” The half-orc does so.

### *That Evening*

Wogan and Serpent stay at the inn and drink. Sindawe trolls for shark cultists. Mitabu offers to help. Mitabu locates a sailor who recently arrived from further south.

The southern sailor reveals, “There have been more shark attacks than usual back where I came from. The natives are spooked and the sharks are stirred up.”

Sindawe notices a white guy and black guy chatting up a pair of cloaked women at the bar that he recognizes as Flavia and Volcatia. He walks by closely to make sure then moves to the bar. Volcatia approaches him a few minutes later.

She says, “Hello, captain. What do you want?”

“I want 40% of your business to keep quiet.”

She pouts but agrees then returns to her sister.

Sindawe inquires with the bartender, “How much are they charging?”



“Why sir I have no idea...” A bribe gets, “40 gp for all of them together until exhausted or bored.”

Sindawe wanders home, calculating how much he will make, when he remembers Mitabu. He returns to retrieve Mitabu.

On the way back Mitabu fills Sindawe in on the Ekujae elves: “They suck, they are fierce, and eager to murder foreigners. And they have tails, or so my Uncle Nitabu told me. He also said watch out for their women and their thorn trapped ‘elf portals’.”

The four are re-united at the Witch Light inn and close out the common room.

### *River Queen*

The four arrive before noon at the river facing docks in search of the *River Queen*, a flat bottom, paddle wheel vessel. Kelim, Faruq, and a misshapen dwarf are present.

The wheel house is made of teak wood. Stevedores load cargo. Faruq directs them to where the other three crewmen are – Danner, Houghman, and Sperrago.

Sindawe asks, “Where do we sleep?”

The three crewmen shout, “Dibs!” then run toward the covered cargo area. The crewmen are allowed to sleep wherever room can be found; everyone has their favorite areas. The upper deck, cabin, and the covered cargo area have stanchions where mosquito netting is deployed at night.

Kelim explains the trip. “We are heading to Nightfall Station, then Whitebridge Station, then from there into the jungle. That will take two weeks. Luckily we won’t be entering Gorilla King territory.” (“Gorilla King?” the newcomers to the Expanse wonder...)

The vessel's propulsion is a paddle wheel with no clear power source and only a small "machine room" for it. Exhaust is vented just above the paddle wheel.

That evening "rough weather" is announced, so the vessel awaits out the night with an extra anchor. Serpent believes the storm will drop a lot rain and produce a great deal of wave action. Wogan waits it out on the fore deck, Serpent on the lower deck and Sindawe from the covered cargo area. Everyone else retreats to the cabin or pilot house.

The storm lashes the boat. One wave leaves driftwood on deck. The sodden debris rises up and attacks Wogan. Horns and claws scar him; he spins to see a creature with horns, claws, tiny wings, and hunched form. A second sodden beast flanks him as more claws and horns lash him. He cries out in pain, "River gargoyles!"

Sindawe deploys *ever burning ioun stones (gray)* as he charges out from the mosquito netting covering his area. Serpent charges out too. A river gargoyle grabs Wogan tight until it is stunned by Sindawe. Wogan uses a healing burst to recover some health. Serpent viciously beats un-stunned river gargoyle.

The gargoyles team up on Sindawe leaving some scars, then Serpent destroys one of them. Wogan puts holes in the remaining one with his rail pistol until it is thrown overboard courtesy of a monk's trip/throw.

Kelim emerges from the cabin to ascertain the situation.

He demands, "What is the damage?"

Serpent, "Nothing. Just a river gargoyle."

Kelim claps Wogan on the shoulder and announces, "Good job." He throws the other dead creature overboard.

## *Nightfall Station*

The trip up the Vanji River will takes 13 days to reach Nightfall Station but only five days down river. The temperature and humidity are harsh during the day. The flora and fauna are abundant, loud, and colorful. The bugs are out in force.

Captain Esteban yells out, "There!" The crew tracks his pointing arm to see a sunken vessel, *Lady Danger*, that looks like a twin to the *River Queen*.

Wogan asks, "Engine problems?"

Eseban replies, "Probably sabotage!"

The group chugs past the derelict up the River into Darkness.

### *The Loot from Terrorkin Adventure*

- Travel papers and a map of the Devil's Arches interior obtained at *Mezdrubal* from Long Beard and his navigator Fonzo.
- The rest is sold.

### Ship's stats

- Stores: example – food, water. 500gp/week. The ship has 3.
- Supplies: example – wood, rope, canvas. 500gp/unit. The ship has 3.
- Repairs: 10gp/hp if crew is doing the work. Just repaired 670gp at Drenchport.
- Ship's Kitty: 850gp (furniture), 50gp (broken dishes contest).

### Agenda for the trip south and eventual return to Riddle Port:

- Ship disguise - South of the Shackles the ToA will get converted at Rickety Squibs
- Locate and capture Tammerhawk to collect bounty in Riddle Port
- Closure on Tommy Black Toes pirate ghost quest.