

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 12/11/2016

### TODAY'S EPISODE: RETURN TO BLOODCOVE

Our heroes have *Heart of Darknessed* their way to *Nantambu*, then traveled to the *Ruins of Ulduvai* (Shory flying city crash site) hidden in the *Valley of Ulduvai*. In that city they defeated chaos mutations, ruins, monsters, old guard Shory lichs, and a Shaggoth. And they made friends with the local lizard man and flying ape tribes. And then they escaped with their loot and new flying ape friend (Mandohu) via teleport spell back to civilization.

Our 8-level heroes are:

- ♣ Captain Sindawe of the *Teeth of Araska*, the fist-punchin' Mwangi monk (Chris).
- ♣ Chief Gunner Wogan, the pistol-packin' celibate cleric of Gozreh (Patrick).
- ♣ Quartermaster Serpent, the staff-bashin' Ulfen druid/ranger and his snake Saluthra (Paul).
- ♣ Mitabu, a trap-loving Mwangi rogue.

### *Return Home*

The *Teeth of Araska* was berthed at Rickety's Squibs for repairs and improvements. And some of the crew caught a boat to nearby Bloodcove for its higher level of civilization including food, drink, wholesome entertainments, whores, and drugs. From there, the command crew embarked on their epic adventure full of Shoggoth-infested lost cities.

Therefore, Wogan aims the *teleport* directly at the ship's dry dock at Rickety Squibs. Transported by said spell are: Wogan, Sindawe, Serpent, Saluthra (his snake), Mitabu, new friend Mandohu the Deryhi (flying ape), a Shory cargo lift, and many hundred pounds of loot. Wogan holds up the *Rain Tiger*, casts the *teleport* spell, and poof --- they are teleported to the *Teeth of Araska's* hold.

Crewman Nemo is the first to notice them. He is briefly taken aback to find the travelling command crew in the hold, but not for too long. He tells Serpent, "Follow me! Its Samaritha!"

Serpent follows the man, who runs quickly to the deck where Samaritha holds a swaddled infant.

She offers the swaddled child and announces, "I gave live birth. A perfectly normal, human birthing."

Kahina stands nearby and says in a slightly hypnotic tone, "Yes, it was a live birth. Yes, it was perfectly normal, human birthing."

The husband and wife go to their cabin, where Samaritha drops the child's disguise to reveal a snake-man baby heavy with human baby features.

She explains, "The egg finally hatched while you were up river. The other egg has not. I waited for you so we can name him together." She claims, "I have instructed him; he will self-disguise as a human baby. But he is easily distracted."

They decide on an Ulfen snake themed name. The child is named, Jormum, Son of Ra-if.

Back in the hold, curious faces peer in to see their captain, quartermaster, and ship's gunner... and a pile of loot.

They ask questions.

Taunya says, "Samaritha had a baby... <in a trance like state> it was a perfectly normal, live human birth."

Tanned Hank reports, “We had some mishaps. Two dead and one missing.”

Wogan replies, “Not too bad for a month.”

The casualty list is:

- Cannonball Jack got drunk and drowned in a ditch.
- Rufus “Howler” Varius got bitten by a poisonous snake.
- Voodoo got carted off by natives. They seemed friendly and Voodoo was well behaved, so it’s not clear why. We threatened some of the natives, but they claim it was a different tribe.
- Cabin boy Said lost a finger in a game of mumble-peg.

Other notable news:

- Luca Caletti paid off heavy gambling debts with his sniper rifle.
- Tasty Mike got a lead on a merchant ship that will be heading north in the near future from Bloodcove. It belongs to a local merchant house, Gold Crown Shipping and Mining.
- Melella spent a lot of time swimming in the ocean. She was blessed by a mermaid, “if you know what I mean.” This is followed by winks and gestures to indicate “sexy time with mermaid”. Getting blessed by a mermaid is good luck. Not getting eaten or drowned by a mermaid is also good luck but a different type. Wogan offers, “She’s a druid, so maybe something spiritual happened.” Tanned Hank offers some lewd comments in support of the spiritual angle.

- The rest are in Bloodcove, holding down the fort... wink, wink.

Wogan introduces Mandohu, disguised as a human using a *bat of disguise*. He then casts *tongues* on him so his first few hours on board will be less confusing.

Wogan and Sindawe direct the crew into hiding their loot in the new smuggler compartments. Then Tanned Hank takes them on a tour of the repairs and other renovations.

The ship looks significantly different, including its lines. The Lavender Lil figurehead now has a slave collar with broken chain. Lightly purple dyed sails dance in the wind with the new purple wyvern leather main mast. Further work is needed still and so the ship remains in dry dock.

The services rendered upon the ship are:

- Re-squibbing – 2000 gp – Change the ship's outline, rename to *Chain Breaker*, and the Lavender Lil figure head is left in place with an added slave collar with broken chain.
- Smuggler compartments – 5 @ 500gp per – reduces the tonnage and takes up 5' by 5'. The results would be a total ship capacity of 50 tons unconcealed (down from 75) and 10 tons hidden. 2500 gp total.
- Purple Wyvern sail on the main mast – 1000gp – fire-proof.
- Fire-proofing – 500gp per deck section (12) – 6000 gp total
- Silk sails (3) – 1000gp per - dyed purple, 10% improvement to wind speeds, and a plus-1 bonus to opposed sailing checks. 3000 gp
- Fire-proofing sails (3) – 1000gp per canvas, but special for silk (500gp per) – 4500 gp. This means the fire damage will be halved, then hardness will be applied. Normally, fire damage is applied to sails without consideration to hardness.

- Repairs – 20gp per hit point –  $98 * 20 = 2000gp$ . (“We round up around here.”)
- Ship’s boat replacement – 500gp

The total cost is 17000gp, which was paid in advance.

Wogan eagerly reminds the others, “We are going to get the cargo lift installed on-board, right? This would be the best place. And then we can levitate the ship!”

Rickety himself is summoned by Tanned Hank to discuss attaching the Shory cargo lift to the ship.

Rickety listens politely to the “attach it to the keel and hull plan”, then offers, “Nope, you’ll want it attached to the superstructure. A keel lifting device is bad because that is the ships stabilizer and center of gravity; lifting from there might make the ship prone to tipping.”

“It will cost 2500 gp to attach it and reinforce the superstructure to allow lifting. I can throw in some glass windows below the water for cheap at the same time.”

Wogan asks, “How much for copper wires running from on deck to the platform? I’ll need that for zapping it with lightning in a convenient manner.”

Rickety quotes a price, then adds, “The work will take a week.”

Quartermaster Serpent pays him out of loot raiding from the downed Shory city.

The loot from the Ulduvai run is valued at 25000, minus 2500 for installing the cargo lift in the ship, minus 200gp to get Luca’s rifle back, comes to 6053gp split four ways (Serpent, Wogan, Mitabu, and Sindawe). Key parts are divided up:

- Shory armband – Wogan.
- Clay tablet for repelling elementals (refreshes daily) – Wogan

- plus 3 blinding, glass steel buckler – Wogan who trades in his old magic buckler.
- vials of dust (4) – dried but not ruined potions – divided up
- The Chronicles of Aeromancy – a technical document
- The Lost Scrolls of Byl-du-van – partially written in Aklo.
- Kings of the Flying Apes (book) – page 1 “See the Flying Ape Terrorize the Naughty Children”, page 2 “See the Flying Ape Rescue the Treed Cat Familiar”, page 3 “See the Flying Ape Eat the Juicy Fruit on the Toppest Branches”
- History of Ulduvai (book)
- Yakmar - fancy in appearance *cloak of resistance +2* - sell
- Yakmar - *Staff of Rightful Rule* - Wogan
- Yakmar - 3\**potion of inflict light wounds* - Sindawe
- Yakmar – chest containing an elaborate metal key (Great Library) and scrolls (Shory language, details Moss Coat Merchant House trade)
- Ring of Feather Fall (6) – Wogan, Sindawe, and Mandohu. Sell the rest.
- Bander-ack - belt pouch with two *inflict light wounds potions* - Sindawe
- *Bander-ack – Lesser Rod of Extend Meta-magic* – magic, eyeball on one end, might be a stylized plumb bob -
- Shory funeral flowers and birds, brightly colored - Sindawe
- Green and gold dress enchanted to be forever clean and fresh. Samaritha

- Shory cargo lift – Chain Breaker’s superstructure.
- Yithdul’s *Haunted Shoes* – various positive effects. Wogan
- Crystal of true seeing – Serpent takes this and makes it a monocle.

### *Retrieving the Crew*

Mitabu, Wogan, Serpent, Saluthra, and Sindawe board the *Idlewise* for Bloodcove, leaving their crew to oversee repairs and party at Rickety’s Squibs. The main objectives of this trip are sell the Ulduvai loot and retrieve crewmen including: Maar Eiderson the skald, Orgon, Nemo, Sexy Beast Sapper, Thalios Dondrel, and Tasty Mike as escort for the aasimar sisters Aelia, Flavia, and Volcatia.

The *Idlewise’s* captain charges 20gp for all of the ToA crewmen who want to go. So many want to go that Sindawe announces, “You find one officer to remain behind and babysit this operation and the remaining crew, then I’ll let forty of you go.” A brief game of ‘tie the slowest officer to the mast’ game fails to find a volunteer.

Finally, Samaritha agrees to remain behind.

The cutter’s captain immediately regrets his pricing model. An overloaded ship departs for Bloodcove. They sail east along the Slithering Coast. It rains. A lot. The sun fails to penetrate the cloud cover. The temperature is hot and humid.

There is one mishap. Shouting and scuffling occurs on-board. Wogan and Sindawe beat their way over to the disturbance: Arsonnee has stabbed Stoke. Crewmen restrain them both.

Arsonnee claims, "I didn't like the way he looked at me." Stoke is angry and maintains his innocence.

Sindawe announces, "Congratulations, you two have volunteered to accompany me around Bloodcove and do nothing fun."

Arsonnee continues to glare, but that doesn't mean much as the typical Nidalese citizen spends a lot of time glaring.

They anchor that night with incident and travel continues the next day.

Wogan occupies the crew by telling them about his recent trip up the Vanji River and into the jungle. This works and no more people get stabbed the rest of the trip.

The sardine packed crew sees Bloodcove the next morning. The blood red waters of the Vanji River spill out of the cove into the estuary. Massive mangrove trees with slimy, mud covered roots line the banks. The crew are told to return to this dock and ship in two mornings no later than dawn, else they'll be left behind. They hoot happily and move quickly into the city. The officers get rooms at the Witchlight Inn.

Mitabu, Wogan, and Serpent get a room.

Sindawe, Arsonnee, and Stoke get another room.

Tasty Mike requests some time from Sindawe, who has Arsonnee and Stoke stand at opposite ends of the hall. The pair talk in Sindawe's room.

Tasty Mike complains, "I have been trying to escort the aasimar sisters. But it's hard to watch all three at once. Flavia kept sneaking off. One time I found her and two native fellows doing stuff. If Gareb finds out, he'll be upset."



Sindawe tells him, “Don’t tell anyone about this ever again.”

Tasty Mike protests, “But I’m honor bound to tell him.”

Sindawe shakes his head, “Don’t. He might not believe you. He’ll figure it out himself. You weren’t here to guard their virtue.”

Sindawe goes down to the common room and sits down with the sisters. He bluntly requests his share from Flavia, who attempts to hide it from her sister Aelia. Aelia notices anyway, and gets angry with Flavia, “I was wondering how you got all that spending money. We aren’t supposed to do that anymore.” The two revisit an old argument with passion.

Sindawe interrupts the arguing sisters, “Flavia, this bag is light. You owe me more.” Then he departs.

Volcatia departs with him to say, “Sexy Beast Sapier is being held by the law. He slept with a local. She’s pregnant. Her family is important, so he got arrested.”

The pair go to the jail.

Sindawe asks, “Who do we see about getting him out?”

Volcatia answers, “I have no idea.”

After a short time Sindawe locates a female clerk. He explains who wants released and is told initially that isn’t possible. But the two talk further and settle on a 175gp to get Sapier released. Sindawe will return in two mornings, just before dawn, in disguise and carry a pie for “taking such good care of my drunk cousin last week.”

The clerk also tells Sindawe, “Some your crewmen got arrested on morals charges. That’s hard to do around here. They paid the fine and left. A little guy and a tiefling.”

Further questioning reveals, “They were arrested at a little place down on warehouse row. It has a bushel of wheat sign. It’s a kind of club for rich people.”

### *The Market Calls*

Back at the inn Flavia is enlisted to lead the way to Trader’s Row. They walk there and arrive just after dark. Most places are open at all hours, because you never know when the ships come in. Most of the trade is goods for raw resources, but there are many small merchants too.

Wogan says, “I need magic gloves that aid in climbing and swimming.”

A nearby merchant screams, “Climbing and Screaming? I got that!”

Wogan examines the *gloves of climbing and swimming* that also come with a great back story – the great hero, Jules Folquet, used them to swim to then climb the Red Star Tower. He trades a *ring of swimming* and cash for the gloves.

Sindawe inquires about magic pants and is sadly informed by the merchant there is no such thing. What sort of decadent freak would enchant pants? But the merchant introduces him to the *sleeve of many garments*, which is basically a hat of disguise but only for clothes. Sindawe buys the item.

Flavia asks Sindawe, “Front me the money to buy the other one. We don’t have many clothing choices on board.”

Sindawe nods, “Sure. And if you don’t pay I will find comfort in marking ‘strangled an aasimar to death’ off my bucket list.”

Flavia seems unimpressed as she has lived with worse people than her captain. She takes the money and buys another *sleeve of many garments*.

Sindawe asks, “Doesn’t your husband take care of you?”

Flavia nods, “Yes, but he doesn’t have much money.”

Wogan is shown a *Dry Load Powder Horn*. The merchant explains, “It works underwater and in a vacuum. And keeps the powder dry.”

Wogan asks, “How much?”

The merchant replies, “2000gp.”

Wogan cries, “That’s too much! Here, take my money!”

Sindawe also purchases a *bead of newt prevention*. It prevents him from being turned into a newt, which while not all that frequent a threat, is certainly unfortunate when it happens.

Clothes shopping ensues.

Chelish Captain’s Uniform 75 gp, plus another 5gp for a “tear away” feature.

Pirate Captain’s Uniform 75 gp, plus another x gp in shory coins sewn onto the sleeves and pant legs.

Flavia fusses over the details.

Tasty Mike was in the Chelish navy. He has many boring stories. He makes sodomy and the lash sound so boring.

Wogan and Sindawe decide on a tour around town. The others tag along. Wogan hires a guide:

- Warehouse Row
- Dwarf Dockmaster is Tasha Uberstein
- Pathfinder Lodge headed by a Bonuwat
- Aspis Consortium HQ

Sindawe buys drinks and food for everyone along the way.

They run into Thalios Dondrel and Maar Eiderson along the way. They are entertaining a small batch of locals with the story of the fall of Nidalese city, Nisroch, at the hands of White Estrid.

Wogan asks the guide, “Who are these people? Are they from around here?”

“And there is the Captain of the *Teeth of Araska!*” Maar Eiderson gestures at Sindawe and the crowd turns to them as one.

Wogan says, “A perfect moment for a drink break.”

They spend the rest of the night drinking for free thanks to Maar and Thalios spinning further tales of the horrific and terrific north.

## Day 2 in Bloodcove

No depression era pie.

Sindawe buys a pie.

Flavia tells Sindawe, “I found out more about Tommy and Lil in that club. They hung out consistently for a while, then got into trouble and thrown out. I couldn’t find out what; the regulars wouldn’t talk. It’s like an Eyes Wide Shut style sex club.”

“They went somewhere else. And some of the regulars aren’t showing up anymore, so they are probably hanging out together.”

Serpent sends an animal messenger to Samaritha asking, “Do we need any baby things?” (this completes the fourth completely botched charisma roll with his wife since his return– scores were: 1, 2, 3, 0. Things are not going well between the new parents.)

Flavia returns later, “I found them.” She can lead Sindawe to them.

Sindawe dresses as a Chelish captain, minus the hat. Flavia uses her magic garments to appear as a lady. Serpent and Wogan act as body guards.

She leads them to the higher end part of town. The streets are piers on extra sturdy and high sitting pilings. The houses are built into the trees. Lights and private guards abound. They successfully bluff their way past said guards.

“I heard they are in here. Are we going to break in thru a window?”

“Whose house is this?” They stop at the Dock Master’s house. The command staff’s cypher glyphs burn with proximity to others.

They knock but no one answers. It is locked. A Chime of Opening is used.

The street lights supply light thru the windows.

“I can lead you in; I can see it.”

Sindawe abruptly comes to a halt. “I have been lead into traps before. And this stinks of one.”

They leave. And return to the inn, over Flavia’s objections.