

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 01/08/2017

TODAY'S EPISODE: SKY PIRATES

Our heroes have *Heart of Darknessed* their way to the *Ruins of Ulduvai* and back again, while their ship was re-squibbed and refitted at Rickety's Squibs. Now they are ready to sail further south still in search of shark cults, a snake-man criminal, and pirate-like pursuits.

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.

Bloodcove to Rickety's Squibs

The pirate officers have arranged for transport, via the *Idlewise* river vessel, from Bloodcove back to Rickety's Squibs at dawn. The ship's crew on R&R has been told to be there or be left behind. It is now 4AM. Sapier, one of the ship's gunners, has been jailed on a morals charge, because he got a local merchant's daughter pregnant and then refused to marry her or pay a fee. So, a jail break is in order, pre-arranged with an overly friendly elderly clerk lady last session.

Their main objective is Port Shaw which lies far south of their current port of Rickety's Squibs. Along the way the likely main stop overs would be the independent Mwangi city of Senghor and Eleder, the capital of Sargava. Senghor and Eleder are ports where most of the trade traffic ends up stopping. Sargava is an ex-Chelioxian colony that won its freedom and sided with the Captains of the Shackles; together the two allies destroyed a Chelish fleet. Eleder has many

trading companies that keep the Aspis Consortium from dominating the whole place. Senghor is native run port city where the Aspis Consortium holds no power.

They decide to avoid pirating in or around Rickety's Squibs and Bloodcove. Instead, they will sail south for Senghor, lie in wait there for a proper south bound merchant, hijack them, then use that cargo to back the "we are a merchant vessel" cover while heading further south. Serpent suggests working with the Aspis Consortium who might be open to giving or selling information on their competitors.

Sindawe enters the jail with a Chelish captain's uniform (packaged) and a box containing a peach pie. Wogan and Serpent enter separately to pay the weekly food bill for one of the prisoners. They contribute 5gp apiece to Captain No Pants (drunk, disorderly, and public indecency). The guards are properly impressed by this sum.

Sindawe locates the older female clerk and gives over the pie box to her. She has Sindawe close the door and then she counts her bribe (175gp). They leave her office by a side door that reveals stairs going below ground. Sindawe inquires why Sapier was moved from the above ground cells to the below ground cells. She explains, "I wanted to make things more convenient."

The clerk continues to make small talk as they descend, leading Sindawe to decide that this isn't going to go well. Her advances on the pirate captain are reasonably forward but he feigns ignorance. She explains that they have 15 minutes to get Sapier out. And it might be as much as two hours before anyone notices he is gone. And to make sure he stays out of sight until out of town because someone with big money has paid for rapid justice.

Surprisingly the plan does not go astray. A short time later they are back in her office. She walks Sapier, now disguised as a Chelish Captain, out of the office and out of jail. Wogan and

Serpent follow, intent on robbing a Chelish Captain. Sindawe waits for the guards' attention to wander, then sneaks out of the office. The trio of pirate officers catch up to Sapier, still in his illusory disguise. The lot head to the docks.

At the dock they find four pirates who arrived early... or more likely are now penniless and sleeping it off. They settle in to wait for dawn. Sindawe wakes up one crewmen to fetch breakfast. As the man departs he spots a dark form moving amongst the crates, possibly Mitabu. He looks up and spots a halfling sized form scuttling along a mast overhead.

Sindawe activates his crown of grey *ioun stones* with everburning torches. He demands an explanation of Tommy (overhead), who says "Oh, nothing." Sindawe waits for Mitabu to reveal himself and when he does not, Sindawe leaps upon him and pummels him. The pair reveal they were in a contest to see who was stealthier. It turns out Lavender Lil wins by sneaking up on Sindawe via *invisibility* and appearing with a squeal, her arms wrapped around him. He resists motorboating her because he refuses to please women.

Wogan entertains himself by introducing their newest crewman, Captain Bojangles (i.e. Sapier) around. Everyone glares at the Chelish captain enough to make Sapier decide it is time to drop the disguise.

Breakfast arrives in buckets. Sindawe has his crew grab some locals which he interrogates poorly. He hires one to stay at the dock and inform late arrivals, "Captain Sindawe says to catch up at Rickety's Squibs." By dawn only 80% of the crewmen have returned, which includes Tasty Mike and the aasimar sisters.

The *Idlewater's* captain orders the ship off. As the crew pushes off, there is a commotion in the streets beyond the docks. Thalios Dondrel, wearing a yellow robe and sandals, is running

wildly down the dock. Further behind him are more folks in yellow robes shouting enthusiastically, “Get him!” Thalios makes a mighty leap and is able to grab the gunwale as crewmen shout encouragement at him.

The pursuers shout angrily from the dock. One of them waggles his fingers and flaps his arms. Wogan shouts, “Spell!”

Sindawe brings up his crossbow and aims... then a giant crab appears on the ship’s deck. It attacks Saluthra, Serpent’s giant snake and animal companion. Wogan casts *fog cloud* on the pier. Serpent orders Saluthra to “grab” to which she responds to by coiling around the crab and crushing it. Crewmen back up, then start hooting and making bets on the crab vs snake fight. Saluthra ends the giant crab with a mighty squeeze of her coils.

Crewmen line the railing and shout profanity at the pier full of yellow robed men.

Serpent asks, “Thalios. What was that about?”

The out of breath pirate gasps, “Them druids can’t take a joke. I posed as one of them so I could get them some of them special nature powers... you know, blessed by a mermaid like our ship’s druid. Things went downhill from there.”

This leads to a short conversation about druids amongst the larger crew.

Sapier is asked about the woman he knocked up. He recounts his encounter a la Letters from Penthouse. A dozen crewmen listen, spellbound by Sapier’s story.

Return to Rickety’s Squibs

The return trip is uneventful. The pirate officers crawl all over the ship, inspecting it properly and putting crewmen to work where needed. The repairs are verified. Ship's stores are counted. There are also a higher than normal amount of rats. Sindawe assigns several crewmen who have drawn his ire the job of rat exterminator.

Rickety himself is there for the final sign off. Sindawe hands him a small bonus bag of coins for the good work.

Senghor is a week away so the officers discuss "stores". They decide on a week's stores from Rickety's market, consisting mostly of mangoes and goats. This takes the rest of the day to arrange.

Sindawe declares, "We sail in the morning."

Wogan spends this time examining crewmen and curing them of their various ailments including worms, malaria, and stabbings.

A tally of the crew shows reveals whose missing: Crazy Jake (master gunner), Taunya (master gunner), Black Top Bill (quartermaster), and JJ. Most of these are valued crewmen, so Wogan and Serpent look at their messenger type spells and Sindawe pulls out a flawed crystal ball.

The crystal ball finds Crazy Jake in a stone room with a bunch of guys in yellow robes. This leads them to a follow-up conversation with Thalios who remembers running past him while running away from the yellow-robed men.

The crystal ball shows Taunya and Black Top Bill on a small sailing vessel which is at sea. He assumes they are sailing from Bloodcove to Rickety's Squibs. The water about the vessel

does not have the red tint of the Vanji River, so he estimates that they have cleared the estuary and are well on their way.

The crystal ball shows JJ (a sea homunculus) bound, gagged, and strapped to a soap box. He is surrounded by rats standing on their hind legs; the rats have intelligent eyes. No one remembers JJ being on board the *Idlewise* going to Bloodcove. Wogan guesses, “Oh, he’s on board and our sudden rat infestation is his jailer.” Everyone stares at him a moment and then springs into action.

The ship’s junior officers are gathered and given orders to prepare for a mass rat extermination. Tasty Mike behaves strangely, so Sindawe orders him to accompany himself, Wogan, and Serpent below deck.

They go below deck and immediately notice many rat eyes peering at them from the shadows. They search the smuggler compartments first but find nothing. Sindawe seizes up a rat and tells it, “Tell your leader I wish to speak to him.” He puts the rat down and it runs quickly away.

Serpent watches all of this through his *true seeing crystal*. Nothing looks out of place.

Then several rat swarms attack them. Sindawe kills rats with an electrified spear. Tasty Mike collapses into a fetal position. Wogan blasts a bunch with his blunderbuss. Serpent lays about with his staff. This continues for a while. The swarms have many rats but do little damage.

Five rats on their hind legs walk up to the edge of a large crate. They speak with one voice, “Destroy them! This food is ours!” They leap in unison, hitting the ground where their tails knot together. This fearsome rat cluster crawls and rolls toward Sindawe.

The rat king bites Sindawe who retaliates with a flurry of spear stabs. Wogan and Serpent continue destroying their own rat swarms. Serpent's true sight monocle shows the rat king has more members than can be seen by the naked eye.

Serpent finishes his own swarm then Wogan's. Then the rat king surrenders. The five leader rats are boxed in a water tight box with some mangoes. Sindawe yells at the box, "If you behave, I will take you to Bloodcove where food abounds. If you misbehave, I will leave you at sea."

Tasty Mike watches Sindawe talking to the rats from his fetal position, then runs out of the hold and on deck screaming, "Wererats are controlling the captain!"

Sindawe emerges onto deck where many pirates point weapons at him and then Wogan. It takes a while to convince the crew that they are not wererats; finally they cut their hands with a silver knife to prove they're not wererats; the crew begrudgingly accepts this as proof. "But, a silver knife would..." begins Wogan until his foot is stomped on by Sindawe.

Tasty Mike jumps overboard to escape a physical examination by Wogan. But he forgot the ship is in dry dock. He hits the ground hard and lies there mewling for a while until he is retrieved. Wogan's examination reveals that Tasty Mike has been smoking a drug called dragonsmoke.

Crew Pickup

The ship is rechristened the *Chainbreaker*. A flag with a skull biting through the chain on a pair of manacles is flown proudly above its purple lateen sails. It's not easily recognizable as the *Teeth of Araska* anymore.

The new tradition of fondling the figurehead (which is still based on Lavender Lil) is observed by all crewmen including Lavender Lil.

Serpent keeps cutting himself with a silver blade. Wogan accidentally swallows the silver coin from a cup of rum; his choking fit does not put at ease the "they must be wererats" believers amongst the crew.

Sindawe's christening speech is well received.

The ship sets sail. After several hours Wogan says, "Are you ready for the ship's maiden flight?"

Kahina, on watch, announces, "We are under attack!" The Acorn, a small fishing boat, approaches flying pirate colors. "Heave to and prepare to be boarded!" its crew yells up. Taunya and Black Top Bill are brought aboard from their stolen ride.

Sindawe joins Kahina up in the crow's nest to check for nearby ships. Meanwhile Wogan tells the crew to prepare for flight.

Sindawe gives the all clear so Wogan goes below into the hold and shoots lightning into the Shory cargo lift, which is bolted to the superstructure. The ship emits a massive groan which gives the crew pause. Then the keel lifts clear of the water.

Sindawe's perch on the mast swings wildly but otherwise the ship remains stable. Serpent tests *gust of wind* on ship's sails. It works slightly better.

However, the rudder is useless and the sails catch wind from various directions in such a way that does not aid forward movement.

Serpent declares, “We need an engineer.”

Mandohu is asked how the Shory steered their flying city. With use of the *tongues* spell they figure out that another sail is needed to steer. The crew begins to settle down and help with the rigging.

The ship settles back into the water without accident or damage. Wogan and Serpent order the crew to aid in the landing. The flight lasts for 10 minutes from Wogan’s one spell, but he thinks he can extend the run time to 1 minute per 10 of lightning. Sky pirates, ahoy!

The ship continues toward Bloodcove.