

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 02/05/2017

TODAY'S EPISODE: ALL ABOARD

Our heroes and ship are docked in Bloodcove to rescue crewman, Rucia, from the clutches of crazy druids. Everything is strange this week: Serpent's son is now twins, someone is carving eight-pointed shoggoth stars in the ship, the crazy druids are Tammerhawk acolytes, and Mitabu disappeared during a fight. But first they must overcome some shadows or shadow demons or something.

Our 8-level heroes are:

- ♣ Captain Sindawe of the *Chainbreaker*, 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.

Shadow Creatures

Sindawe, Serpent, and Klangdin are in a Bloodcove warehouse. Earlier, with Wogan's aid, they rescued Rucia from the clutches of the Fulvous Cabal, a group of druids intent on housing a shadow creature within Rucia's frame. During that fight Mitabu went missing, or more likely fled to further his own ends. After the fight Wogan and Rucia departed for the ship to get crewmen and longboat with which to loot the warehouse. Sindawe used their absence to murder the cult leader Narava and his initiates, then plan how best to dispose of their bodies. At which point shadow creatures came out of those bodies.

Sindawe kills Narava with a punch to the skull. A form of shade and darkness erupts from Narava's flesh to say, "The Master's blessing extends past death." The other dead also burp forth shadowy forms. Sindawe and Serpent's cypher glyphs burn with an unrequited hunger.

Narava flies up and pulls a shadowy blade from out of nowhere. Serpent leaps at creature and hits with his ax. Sindawe decides to run for it – he scoops up Serpent and yells at Klangdin, “Run for it!” She runs past him thru the crates and toward the side door.

Narava Phantom appears out of the shadows above the door, then casts a flaming sphere of shadow that rolls over Serpent. Serpent puts away his ax and shield to wield his orichalcum staff. Sindawe keeps running and gets clear of the warehouse, followed closely by Klangdin.

Serpent whirls around to catch sight of the other four phantoms. These smaller creatures rely on a slow glide to catch their prey. Narava Phantom casts another spell that he shrugs off as he strikes repeatedly with his staff. A single blow hits and leaves a satisfying wound.

Outside Sindawe turns to see Klangdin running after him and a phantom blocking the door way. He orders Klangdin, “Keep going!” He takes a slow run in pursuit of Wogan and Rucia.

Klangdin sneaks back toward the warehouse. She observes that the phantom near the door avoids the sunlight. (Q&A between the DM and players establishes that the PCs entered the warehouse about lunchtime so there is a lot of sunlight outside... several folks thought it was night time.)

Serpent bull rushes Narava Phantom using his orichalcum staff as the pushing point. The staff enters its flesh but not thru it. Narava Phantom is pushed into the sunlight; Serpent spills outside too. The light cuts Narava Phantom into sheets of shadow, then nothingness. Serpent looks back inside to see three phantoms and a fourth that turns into a larger Narava Phantom.

Back at the Ship

Sindawe catches up with Wogan and Rucia just as they enter the pier leading to *Chainbreaker*. He explains that they were jumped by phantoms at the warehouse; the others might be dead though he ordered everyone to run.

Sindawe sees Mitabu sneaking off the ship with a book sized object wrapped in oil cloth. He confronts the man.

“We have to get rid of it,” he says to Sindawe.

A shriek from the ship demands, “Where is my book?!?”

“Right here.” He throws it further down the pier.

Sindawe grasps what’s going on and says, “It is all yours. Just don’t come back.”

Zoamai rushes after the book and seizes it. “It is mine! All the knowledge is mine!”

“You might want to keep it down,” Sindawe recommends as she runs off into the city.

“Mitabu, are you going or staying?”

“Am I in trouble?”

“Depends. Did you bring that book back from Ulduvai?”

“No. It just appeared one night.”

Sindawe pauses for a long moment. “We are good then... As long as you stick to that story.”

A trio of eight-pointed metal stars scuttle down the gang plank and head out after Zoamai. Both men grimace at each other.

Rucia is shown to Wogan's cabin and locked in "for her own protection."

Taunya and Pirro are assigned guard duty on the door.

Trading House

Serpent, Wogan, Mitabu, and Sindawe depart to woo the Aspis Consortium. Serpent's plan is to use Captain Esteban's (an Aspis officer) letter of introduction to gain access to some leader types and offer the deal "gives us intelligence on rival shipping and we will act as privateers".

This works, and the Aspis officer cuts a deal with them.

"We have a large presence in Eleder but very little in Senghor. Senghor is a large city and trading hub whose leadership is made of a different ethnicity of Mwangi, the Caldaru; they look different. Anyway, their laws don't allow slavery and they turn back any ships with slaves aboard. And the Aspis Consortium doesn't do well there. They have a decent sized navy of several dozen ships and actively fight piracy in their waters (100 nautical miles out). Yet they allow known pirates to dock and trade there.

I cannot give you a letter of marque or something close to it."

Serpent replies quickly, "We want information on your competitors."

"As long as it cannot be traced back to the Consortium."

"It will be as if we never talked."

The man orders a map brought in and he points out the shipping lanes. Traffic goes north and south. Traffic going south will be bound for Eleder, Senghor, or Fort Shaw. Awaiting northbound traffic not going to Bloodcove would be key.

Northbound traffic carries:

- From Port Shaw: whale oil, slaves, tobacco, spices, exotic fruits, ivory, other local natural resources (herbal medicines etc.)
- From Eleder: slaves, lumber, gold and gemstones, salt, sugar cane, hemp, ivory, other local natural resources
- From Senghor: the same but no slaves

Southbound traffic carries: tools, books, wheat, cotton, weapons, luxury goods. Port Shaw is on the frontier so less luxury goods and more useful stuff.

“Anything more specific?”

“We have agents in Senghor; they could provide information on specific vessels. But being an agent is expensive. Very expensive.”

Wogan and the man begin haggling. Southbound traffic carrying finished goods, traveling alone and with light traffic.

He tells them that the *Boastful Shaman* is leaving Senghor in three days’ time for Port Shaw. Captained by Brock Alvingham.

Serpent says, “How do we communicate about further targets?”

“Well, communicate to me when the *Boastful Shaman* disappears and we can work from there. We can communicate via agents in Sargava or Eleder. Having our mages send you the information directly would be more expensive... say 10%.”

Serpent nods at that, as do his companions.

More Intel Is Gathered

Near Senghor, winds are southerly up to and just past Eleder. Further south the winds can be doldrums.

Stoke and Orgon return and deliver three recently inked “treasure maps.” Mitabu is assigned the job of making them look older. Sindawe swears the men to secrecy.

Tommy and Lavender Lil return with a list of Aspis Consortium officers (short) who can be blackmailed for their sex club antics.

Wogan grabs Lavender Lil for a visit with Rucia in his cabin. He tells Lil, “Scan her for brain eating and possession.”

They find Rucia under the sheets claiming, “No one brought me my clothes. What’s going on?” She still has the cultist sigils inked all over her body.

“You were a cultist prisoner for a while. We need to check you out.”

Wogan tries his orichalcum flask on her and fires a positive energy burst without effect. Lil asks her a series of questions and scans her thoughts for whatever comes to mind with *detect thoughts*.

“What do you think of Wogan?”

“He’s a good man and I am thankful for being rescued.”

Lil turns her sorcerous gaze onto Wogan. “And Wogan, what do you think of Rucia?”

“Uhhh.... She’s a nice girl and progressing well spiritually.” A smile tugs at the edge of Lil’s mouth. Wogan decides to take the initiative in questioning.

“Rucia, I noticed you cast a spell.”

“Yes, Desna answered my prayer.”

“How did you turn invisible?”

“I have no idea. I thought you did it.”

Lil asks, “Have you experienced any other unusual things?”

“No. Well, the command crew has been acting weird.”

“How did you get kidnapped?”

“An old guy on the pier asked me if I was with the ship. I answered yes and got kidnapped.”

Lil asks, “And you, Wogan? Have you experienced anything strange?”

“Yes, my chaos parrot become five parrots.”

“What did they do after capturing you?”

“That Narava guy was bragging about his master and how Wogan and the others are marked and they will serve the mission. They also talked religion; they melded shadow realm and

druid belief systems together... not all of it made sense. And they were going to put a shadow dimension creature inside me. The sigils would prevent it from being driven from me.”

Lil turns to Wogan again. “So Wogan, what are your intentions toward this young lady?”

Wogan starts sweating. “Find a church of Desna somewhere safe for Rucia to stay, study and grow.” Lil finds that to be true with a bit of a crush on the side.

Lil leaves to get Rucia’s clothes. Wogan and Rucia stare quietly at each other, then make small talk about his curio collection. Lil doesn’t return, so after a long awkward period Wogan orders Taunya to retrieve Rucia’s clothes. Lil rolls her eyes when she sees Wogan scuttle out onto the deck.

Sailing for the Boastful Shaman

They depart Bloodcove, down the Vanji River, out the delta, and out onto the Fever Sea. A light rain makes the day wet. They will have to sail through the Senghor “no piracy” naval patrol zone to make their appointment with the *Boastful Shaman*. Various crewmen provide wind spells to increase the ship’s speed. A good wind gets them six knots and they clear the bay in which Bloodcove sits. The compass behaves strangely, possibly due chaos magic or the giant electromagnet below deck.

Day 2 sees them sailing through Senghor’s waters into seaweed-heavy waters. JJ, the ship’s homunculus, is the first to spot a small humanoid female, seemingly made of seaweed. Rather than report this, he invites her onto the ship and begins chatting her up, where they are discovered

by the command crew. Serpent thinks it is a leshy, which is a fey creation usually made of flora. Wogan casts tongues on the creature then backs away when JJ bites his leg. "Back off buddy, I saw her first!" A cryptic warning from the leshy allows the crew to avoid a Sargasso sea. And the rest of the crew disappears to spy on JJ and the leshy's hook-up below decks.

Day 3 finds them leaving the Senghor naval zone. The weather includes severe winds, rain, and heat. Wogan is sent below to investigate smoke. He finds the galley on fire and the ship's cook, Billy Breadbasket, unconscious. He uses *create water* to fight the fire and also shouts for help. Several crewmen arrive to help, then Serpent summons a water elemental. The three elements make short work of the galley fire. Reviving the cook takes longer.

They set up a patrol in the shipping lane just south of the Senghor naval zone. Around 4PM (eight bells) the lookouts report, "Ship ahoy!" They put on more sail and head that direction. Wogan orders the guns loaded. Sindawe climbs to the crow's nest to take a look. He decides that vessel is military and probably patrolling. They leave off pursuit and move further south, but do not meet their target so they anchor for the night. Klangdin kisses Wogan again, as per her mission to do so once per day to ensure his health.

Lavender Lil asks Wogan some questions about his views on half-orc women. He replies with, "I'm married to the sea and the sky. But moreso the sea." She blinks at that, not sure how to interpret his answers.

Enjoying his morning cup of coffee, he spots a sail. A quick climb to the crow's nest proves it is a merchant heading south. He rousts the crew to action.

Their purple lateen sails fill as *Chainbreaker* chases the merchant, flying the Rahadoum flag as a ruse. The target vessel's crew doesn't spot them until they are pretty close. Then the

Shaman raises a Senghor flag and puts on more sail. A quick discussion arrives at, “Shoot across their bow and await surrender. If that doesn’t happen, use the cannon on them.”

They close ground with terrifying rapidity. The Rahadoum flag is replaced by a pirate flag (a skull chewing a chain into shrapnel). Wogan fires a chase gun across their bow; it is close enough to not be mistaken for “what are they shooting at”? The vessel’s captain strikes their colors.

The *Chainbreaker* is brought alongside and boards via plank. The captains agree on terms – cargo in return for no molesting of the crew. Their crew is disarmed. The cargo is olive oil, metalware, armor, and a single giant, elaborate, four post bed. Serpent arranges the cargo transfer. Wogan and Lavender Lil interview Captain Brock Alvingham about this destination (Port Shaw) and cargos: olive oil (75gp per 5 gallon), metal goods (merchants), armor (good uniform armor for municipal dragoons), and bed (for Barrison Hargrove, some head honcho down in Port Shaw). 40 tons of goods (4 plunder points). The shipping ledger agrees with his story.

Alvingham says, “If you leave us the bed we can tell Barrison Hargrove that it was natives in sloops that got us.”

Sindawe agrees and invites him aboard *Chainbreaker* for tea and rum. Samaritha uses *dominate* on Alvingham to make him take port at Eleder where he will report that “the natives did it”. She also adds, “You are suspicious that one of your crew sold you out. You will hire all new crew at Eleder. As a precaution.”

A pair of Mwangi slaves are found in Alvingham’s quarters. They (Chidike and Kunto) are freed and brought aboard the *Chainbreaker*. The sixteen-year-olds are eager for a new life of piracy.

Wogan grabs a piece of hull wood and the *Boastful Shaman* is sent on their way.

The senior officers decide to keep the *Chainbreaker* at sea to shake out the kinks, and to allow the *Boastful Shaman* time to clear Eleder.