

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 03/19/2017

### TODAY'S EPISODE: SHIPWRECK'S SURVIVOR

Our heroes and ship sailed south from Bloodcove in search of Elias Tammerhawk and the bounty for his capture, a Shark Cult and ex-wife that killed the Black Dog the pirate, general pirating of the high seas, and other adventures and story lines. Acting on intelligence supplied by the Aspis Consortium our heroes are able to intercept the *Boastful Shaman*, take its cargo (minus a princely bed intended for Port Shaw's governor), and send its captain Alvingham off with orders backed by dominate to, "Tell your employers it was natives in sloops that took your cargo... and fire your crew as one of them sold you out." Everyone is impressed by this piece of successful piracy and skullduggery – much "knocking on wood" occurs so as to not lose this moment.

Our 8<sup>+</sup> 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.

### *Spirits Are High*

The *Chainbreaker's* crew celebrates their recent bit of piracy against the *Boastful Shaman* just outside of Senghor's 100 nautical mile "no piracy" zone in the Fever Sea. The officers plan on staying at sea for a while longer to work on their handling of the recent refit of the ship. Plus, they also need to plan on how to send word to the Aspis Consortium and sell their recently acquired cargo.

Serpent writes a letter to their Aspis Consortium handler stating that the *Boastful Shaman* cargo has been taken, that captain is to hire new crew and blame the natives, our cover is intact (not pirates), and are ready for new targets to be obtained in Eleder. That letter is delivered by *animal messenger* to Bloodcove. The officers estimate that the bird will take three days to deliver the message and then another week for a ship from Bloodcove to Eleder.

Chidike and Kunto, slaves liberated from the *Shaman*, are interviewed by Lil and several of the officers to determine skills and via Lil's *detect thoughts* spell for hidden agendas/monsters. They are what they appear – two young Mwangi men with experience in shipboard life but no real sailing skills. And they appreciate Lil's breasts.

### *TEN DAYS ON THE FEVER SEA*

Thus begins ten days on the Fever Sea:

Day 1: Pleasant weather and fair seas. Maar Eiderson spots a pod of killer whales. The crew is drilled in the use of the lateen sails which require more crew and rigging to work. Wogan's spell component pouch goes missing; it turns up in the brig.

Day 2: Varying winds – it picks up and dies off, then repeat. Wekk the Cloven is on watch and declares, "Little killer whales!" Everyone admires the dolphins. More practice with the lateen sails.

Day 3: Thick fog, mists and gusts of wind. At 2200 hours, Ori the cook cries, "Fire!" He points toward the black horizon. Everyone checks the ship anyway then officers check the horizon with spy glasses where they see the outline of a ship in the nighttime murk only 100 yards distant. The

crew is wakened, minimal sail put on, and the ship is moved toward. Closer up they find the ship high in the water. Suspecting a navigation hazard, they back off and drop anchor.

Serpent gets a *fly* spell from his wife, then departs to investigate the unknown ship. It emerges from the fog on his approach. It ran aground on a reef or rocks which means the ship hit while sailing at night or was unlucky enough to drop anchor in exactly the wrong spot. The sails are deployed. Lantern light shows in the aft cabin. The mizzen mast has been shorn off, the quarter deck is crushed partially by that mast and rigging, and the deck is debris field.

Serpent lands on the upper deck and knocks on that cabin door.

From the cabin, someone exclaims “Gorzeh’s teats!”

Serpent responds, “Nope, not that.”

The door opens and a rapier is thrust out by a grizzled human. He blinks several times and asks, “Are you real?”

“How are you on this wreck?”

“It is my wreck! How did you get here?”

“From my ship. We spotted your vessel an hour earlier. What happened?”

“My crew was killed in the wreck. I am Captain Riggs. I have been here for weeks.”

“How did this happen?”

“We were sailing in the fog, at night, and we hit this rock. I was knocked overboard, where I clung to the ship’s side until dawn. But the ship’s stuck fast. The birds are good eating though.”

“Birds?”

“Yup.” He pounds on an intact mast which puts several four and six legged birds to flight. He brags, “Come on! I’m good eating.”

One bird responds by attacking Serpent with its beak, then flies off.

Serpent asks, “What is your ship’s cargo?”

“Well, let me discuss that with your captain.”

“You are not in a good position to bargain.” He flies back holding Captain Riggs.

A short time later Captain Riggs and Sindawe are negotiating over splitting the cargo: Common trade goods, wine, and gold from the Bandu Hills (ingots). Plus there are pearl bearing oysters around the ship mount, but there are dangerous fish there too. Captain Riggs owns the vessel and the cargo.

The ship is well past repair. The hold is in shambles so much work is need to get the cargo. Captain Riggs is given a fine meal of salted pork, eggs, and rum.

Sindawe’s orders:

- Sics Lavender Lil and the oldest aasimar sister on Riggs with orders to, “Find out more.” They report back, “He’s weird and lonely. But nothing else.” (Or, maybe, he has a high Bluff and we didn’t use magic on him...)
- Wogan to give Captain Riggs a physical. He finds a man suffering from a bit of exposure and poor diet (not enough veggies).
- Melella and Samaritha are asked about the four legged birds – “I know of a fable about unfriendly birds called gryphs. They are ill tempered six legged storks. Not supernatural.

They implant eggs via the beak and those result in chicks in just minutes.” Serpent replies, “Ah, the beauty of nature.” Sindawe looks at them in horror.

- Another round of questioning about “Where is your crew?” Riggs replies, “I have no idea. I suspect they abandoned ship. By the time I climbed back up to my ship in the morning they were gone.”
- Slasher Jim gets babysitting detail.

### *The Next Morning*

At dawn it is obvious the day will bring severe heat and humidity. The ship is actually protruding out of the water, speared on a sea mount. A longboat is launched after the captains agree on 30/70 split. Aboard are Sindawe, Riggs, Wogan, Serpent, Mitabu and five crewmen. They navigate the short distance thru the bucking sea. Beneath the waves is the end of the reef that forms an atoll – the area teems with aquatic wildlife, including large oysters.

The wrecked ship is a 100’ brig in rough shape with two masts, one down, ragged sail and rigging. It sits atop a sea mount, held in place by rocky protrusions. It is canted backwards at a 30 degree angle. The ship’s boat is landed on the sea mount, then sailors climb the rest of the way aided by grappling hooks. Movement over the mount is slow due to climbing.

Once aboard Sindawe orders the crewmen, “Stay here and keep your eyes open. Give a yell if something interesting. And watch out for the gryphs – they implant eggs that will kill you.” The crewmen look up with concern.

Wogan calls lightning down on the crow's nest sending the startled gryphs aflight and on the attack. Sindawe takes a hit from one. The birds are killed by firearms and thrown weapons.

They go to Riggs' cabin to gather his personal gear and the ship's logs. Riggs packs items from a wardrobe into his pockets, then gathers up gold coins scattered about the room; he gets a lot of help picking them up. Wogan looks for signs of battle or other visitors in the room. Sindawe checks the wardrobe and chest for malfeasance. Mitabu and Serpent look for things to loot.

Then they head for belowdecks. The forward deck has stairs which lead to the crew's mess. Hatches from there lead to the crew quarters. They descend on ladders to the midships deck.

Riggs says, "Be careful and watch your step. Below deck is underwater half the day, so things shift. Sometimes there are sea creatures."

The midship deck features a large hole opening to the low decks. Ladders with hatches lead to the lower hold. The lower hold is rack and ruin with the back sixth below water. Wine racks are intact in some areas and other areas are smashed – broken glass abounds. A hole in the side of the lower hold opens to the side.

Wogan casts *lower water* so Sindawe can search the lower hold, then he checks out the wine. He finds a metal strong box.

Serpent and Sindawe search further back, being careful to stay apart. They locate another sea chest. The hull breach is sealed tight by the sea mount, yet there is a hole going into and down the sea mount.

Serpent moves to open the sea chest and finds it is very sticky – and the aquatic mimic attacks! Mitabu circles around and attacks from behind. Wogan throws wine to Mitabu so he can negate the mimic's stickiness – it works! Sindawe uses his slippers of spider climbing to walk across the ceiling and attack with his spear. The mimic dies from the repeated spear thrusts. They watch the corpse for a while to make sure.

They turn their attention to the chest Wogan found . Serpent tries to pull it free, but there's too much debris. They spend the five minutes to unbury it and Mitabu picks the lock. Inside are five carefully packed bottles of wine.

Riggs explains, “These are a fine '75 Viatera vintage. That vineyard is famous for including healing herbs in their wine.” A glass of this wine equates to a *cure light wounds* – four glasses per bottle.

Wogan says, “I don't see any gold down here.”

Riggs replies, “That would be in low long chest designed for easy carrying. They seem to be... missing.”

Everyone spreads out to search again. Mitabu locates deep gouges (drag marks) in the deck and follows them back to the hole in the sea mount. Sindawe locates a knot hole that is trademark opening trigger for a smuggler's compartment. Mitabu takes a look at that for traps.

Riggs explains, “Oh yes, the smuggler's compartment was empty this trip.”

Mitabu opens the compartment and a skeleton falls out. It has a gold ring (5gp) on its finger, a book, rotted quill, and a short sword.

Wogan reads the diary, "I am happy to be a sailor..." He skips to the end, "I was clever enough to hide from the foul beasts. But without food and water I am doomed to starve. And wound in my leg still leaks. I love you, mom, Karlyn Weatherby in Sanders Landing. I should be angry with the captain as his greed drew him here and into the trap of these devilish creatures. But I cannot be as he was a good man. Titus Weatherby writes his last."

Wogan passes the book to Sindawe, "Hey captain. Read this."

Sindawe reads and asks, "Riggs. Can you explain what really happened here?"

Riggs, replies, "Thru my spyglass I spotted a tower of gold. I brought us closer but it was gone and then we ran aground."

More questions are asked, but Riggs only seems guilty of drinking while captaining and being complacent about his crew's disappearance.

Wogan asks more questions about the dead seaman. He and Serpent believe that Sanders Landing is in lower Sargava.

Serpent asks, "How long have you been here, Riggs? Everything seems way more decomposed than it should be." He gets only a confused answer.

They return to the main deck with the loot and corpse. Sindawe issues orders to have the ship's boat return to the *Chainbreaker* with orders to salvage the wreck's cargo. Then Mitabu, Sindawe, Wogan, Serpent, and Riggs enter the tunnel into sea mount.

### *The Tunnel*



The tunnel, probably a lava tunnel, drops straight down. It has hand holds making it climbable, but they tie off a knotted rope anyway. 50' down it opens larger where they find seaweed. The tunnel continues past this point.

The seaweed wraps around Sindawe, squeezing him tightly while his *shirt of immolation* lights it afire. It is wet and somewhat protected from fire. Wogan blasts it with *magic missiles* from his *rain tiger* emerald. Serpent attacks with his axe.

Another seaweed patch attacks Serpent with fronds, entangling him, until he kills it with his battle axe. Sindawe kills the first patch with his hand axe. Wogan heals his wounded allies with a burst of positive energy. Mitabu spends a moment to examine some nasty looking needles at the frond ends.

The next tunnel section is another sixty feet and ends into a hemispherical cavern. It seems to perfect to be natural. A portal of jade or green glass (size large) sits in the chamber's floor. Wogan detects magic and finds it is a weird alien magic.

They descend onto the floor and peer thru the portal into an ovoid chamber. Serpent lowers himself thru, followed by the others.

On the other side is the ovoid chamber. Brass columns lead to the green glass portal overhead. A door too large for people is the only exit.

#### Immediate tasks:

- Shake out run continues for Chainbreaker
- Sell Boastful Shaman's cargo, not at Port Shaw or Eledar.

- Send word to Aspis Consortium.
- A pair of Mwangi slaves are found in Alvingham's quarters. They (Chidike and Kunto) are freed and brought aboard the Chainbreaker. The sixteen years olds are eager for a new life of piracy.
- New home for Rucia

*Weird Stuff from last game session:*

- Rucia and not Crazy Jake was taken captive by the cult.
- Serpent and Samaritha have twin sons instead of a son and an egg.
- Mandohu appears to be a lizard man to Serpent (instead of a flying gorilla) but again his companions see only the hat of disguise guise of Mandohu.
- The cold locker appears to be a hellscape to Serpent.
- The eight-pointed star is missing.
- Their chaos stone menhir chunks are missing.
- Wogan moves to Rucia's side and unties her. She disappears for a split second then Wogan's invisibility purge brings her back into sight.
- Narava, the blue skinned and dark eyed man, works for his master Tammerhawk.

<http://pathfinderwiki.com/wiki/Elleder>

<http://pathfinderwiki.com/wiki/Senghor>

<http://pathfinderwiki.com/mediawiki/images/a/a1/Inner`Sea`region`map.jpg>

<http://www.mapsofgolarion.com> --- an interactive map!!!

### Tasks while in the South

- Capture Tammerhawk or the Serpentfolk that impersonated him
- Shark Cult that done killed Black Dog the Pirate and made him a ghost
- More information on Senghor, Eleder, and Port Shaw
  - Intelligence on Senghor navy
- Hull wood from ships
- Intelligence on all ships in harbor, including those going further south with cargoes rather than north bound “raw resources”.
- Keep Aspis Consortium “informed” and paid, so that new intelligence keeps coming.

### Notes:

#### Aspis Consortium:

- “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.

- On the shipping lanes. Traffic goes north and south. Traffic going south will be bound for Eleder, Senghor, or Port Shaw. Awaiting northbound traffic not going to Bloodcove would be key. Northbound traffic carries:

- Port Shaw: whale oil, slaves, tobacco, spices, exotic fruits, ivory, other local natural resources (herbal medicines etc.)
- Eleder: slaves, lumber, gold and gemstones, salt, sugar cane, hemp, ivory, other local natural resources
- 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.

- Serpent, Wogan, Mitabu, and Sindawe woo an Aspis Consortium officer using Captain Esteban's letter of introduction.
- "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.
- Barrison Hargrove, governor of Port Shaw. Loves big beds.

- *Boastful Shaman*. Captain Brock Alvingham. Hull wood. “If you leave us the bed we can tell Barrison Hargrove that it was natives in sloops that got us.” “Hire all new crew – one of yours sold you out.”

## Hull Wood

- *Boastful Shaman*. Captain Brock Alvingham.

## Gear and loot:

- Sindawe: three recently inked “treasure maps” that Mitabu artificially aged.
- Chainbreaker: olive oil (75gp per 5 gallon), metal goods (merchants), armor (good uniform armor for municipal dragoons).