

Reavers on the Seas of Fate - Session Summary 06/11/2017

Today's Episode: Bound For Elf Island

Our heroes and ship have docked in Eleder, the capital of Sargava, for piracy information from the Aspis Consortium. While there they are hired by nobles, the Tolcrist, to find their missing daughter, Genevieve, who disappeared while sailing with Jacinth Deepwarder, daughter to a Viscount of Eleder. Jacinth explains that their vessel, the *Dulcimer*, was bitten to shards by a killer whale, they swam to nearby Dolenta Island, where they were assaulted on the beach by humanoids. She was knocked unconscious and awakened floating in the bay where she was rescued by a passing ship.

After some due investigation, our heroes have borrowed a ship, rounded up some of their own pirates for company, plus Jacinth, and set sail for Dolenta island.

Our 8th 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.

A Champagne Morning

The current and next crew shifts are winnowed for volunteers to accompany them on their search and rescue mission. Everyone in the resulting group can swim except Flavia and they are sober... mostly:

1. Sindawe, Wogan, Serpent, Mitabu
2. JJ - seamunculus of a wizard refugee from the Sun Temple Colony
3. Feissian Hareskinner – Rog1/War2, Bunyip pirate
4. Thalios Dondrel, son of Mordekai (was first mate)
5. Luca Caletti – Ex-Chelish marine with a black powder sniping rifle
6. Flavia - aasimar bed warmer for Gareb
7. Prand – Rog1/War2. Bunyip pirate
8. Lavender Lil - a buxom tiefling ex-prostitute, and Tommy's girlfriend.
9. Melella - half-elf druid 1 from Magnimar, druid's vestment, treant seeds
10. Mandohu – lizard folk warrior, *hat of disguise*, *ring of feather falling*
11. Jacinth Deepwarder

Jacinth Deepwarder offers to acquire a sailing vessel. Several of the ship's officers accompany her on that errand. She meets a minor noble youngster, reveals some nature of blackmail material, and the youngster grudgingly agrees. He "loans" her his luxury yacht, a 40' sloop named *Champagne Morning*. It has one mast, four hull sections, requires a crew of six, speed 8, maneuverability +4, and sea worthiness of -4.

Wogan orders a pair of murder guns brought along as the *Morning* is unarmed. Sindawe orders the gun powder and shot brought along in water tight chests. Sindawe warns the crew, "We will have civilians along, so don't mention piracy. And remember, we are treasure seeking adventurers based out of Magnimar." He doesn't bother explaining, "This mission will be dangerous, so don't get killed or do anything stupid."

They board the *Champagne Morning* around mid-morning while its rich boy owner looks on nervously. Wogan carves a piece of hull wood off it for his collection while staring at the rich boy. The pirates give the vessel a quick review and make it ready before setting sail. Liquor bottles, candle stick holders, and other valuables quickly disappear. They also find empty bottles and other debris from the last party, including scrolls revealing those participants played a version of erotic *truth or dare*. Very few of these are signed, but Mitabu slowly acquires them from the amused pirates.

They set sail in fair, yet hot weather. Wogan shares a few *endure elements*. Jacinth assumes command without consulting anyone, so Sindawe lets JJ follow her about with questions like, "Are all of the ladies of Eleder as pretty as you? Have you ever been with a short man?"

Slavers

Later that afternoon, they encounter a merchant vessel flying the Sargavan colors plus a merchant house flag. Jacinth identifies the merchant house as the Nine Forts Collective, a trading company in Eleder. It has got a great share of the lumber industry, shipbuilding, and the gold and gemstone trade. However its primary business remains the buying and selling of slaves. Their main office is in New Haliad. The company has purchased the Grallus Lock in Eleder harbor and converted it into a private slave market. The merchant vessel hails the *Champagne Morning*.

Wogan notes, "It's named the *Iron Bastion*. They don't have guns."

Sindawe asks Jacinth about safety and their intentions. She assures him, "No one would harm a noble."

Sindawe agrees and issues orders to slow and pull alongside the vessel. The vessel smells of large crowds of unwashed people, which means either that it is crewed by Juggalos or it is a slave vessel. A man lacking a captain's uniform yells down, "Who do I have the pleasure of addressing?"

Jacinth replies, "Ms Jacinth of the Deepwarders."

The man yells back, "We need your help. Our captain seems confused."

Jacinth agrees and orders, "You three come with me."

They climb the ladder and board the 100' vessel. The first mate, Demasco Gerard, introduces him and several more ship's officers. On deck includes a decent sized crew, unarmed, watching a large number of Mwangi slaves performing menial tasks. Slaves on deck is unusual on a slaving vessel, especially unchained like these.

Gerard says, "Let's talk on the quarter deck." The second and third mates also come along.

He explains, "We are concerned Captain Hazeltree is suffering from a fever or illness. He's acting differently." Questioning the mates reveals:

- Captain Hazeltree ordered the slaves unshackled and given duties aboard ship.
- He also ordered that the crew lock their weapons up in the armory.
- He ignored the mate's advice that these were bad ideas.
- Captain Hazeltree has a new valet, who does favor this plan.
- The mates and Jacinth agree that he must be ill. They don't believe natives can use magic or at least not well enough to be dangerous. So, no, the captain is not being ensorcelled.

Jacinth agrees to help; the mates are very grateful. Sindawe warns her, "This will get weird. Stay behind Serpent and myself. Don't eat, drink, or touch anything. If we're lucky this won't end with our skulls nailed to the mast." Jacinth seems puzzled by that, but agrees.

A Mwangi dressed as a valet opens the door. Jacinth introduces herself. The valet lets them in; the captain is seated inside, reading. He is dressed in his merchant captain uniform and does not appear ill. His cabin is well appointed and indicates more than a hint of wealth. Jacinth and Hazeltree make small talk.

Serpent keeps a close eye on the valet, who occasionally whispers in Hazeltree's ear. After 15 minutes of small talk, Wogan and Sindawe decide that the valet is whispering helpful things to the captain... not harmful on the surface but it does indicate a very unusual level of familiarity between the two.

The captain invites them to stay for lunch. They agree. The valet starts setting up during which Serpent uses a splinter of crystal that acts as *true seeing*... though usually what it reveals requires a great deal of interpretation. Wogan discreetly casts *detect magic*.

During lunch, Jacinth says, "You are welcome to issue orders as you see fit. But it is alarming to see 'cargo' on deck. Perhaps even imprudent."

Hazeltree replies, "Yes, well it is not customary. But I wanted to test their worth and boost their morale. And I had the crew lock up their weapons so the slaves don't get a hold of them."

The valet whispers in Hazeltree's ear, who continues, "Yes, I think the crew is finding it relaxing to have some of their duties taken off their hands. And everyone will be healthy and happy by the time we reach port."

Lunch is a ham.

Sindawe asks the valet in polyglot, "From what region of the expanse are you from?"

The valet asks the captain for permission to speak in polyglot before replying, "From the Laughing Jungle. You are not in favor of enslaving our people, are you?"

Sindawe shakes his head, "No, I am not. How are you controlling the captain? What is your plan? How many fighters and sailors do you have?"

The valet replies, "I am Ko'oku'wa , a witch doctor. We are mostly women and children. Maybe two dozen healthy men and women will fight. Some know the sea. I convinced the captain to lock away their arms, but the mates remain heavily armed. I seek to get us home or into the jungle where we can disappear."

They return to their vessel for wine and medicines, assuring the mates, "Lady Jacinth is bringing your captain around. Be patient."

Mutiny!

The fifty slaves are worth 2500-5000gp. The merchant vessel requires a crew of 10 but can go as low 2.

Luca readies himself in a sniper position up in the sails. Lil and Flavia are to work the mates for the armory key. Mitabu is to be ready for picking the armory lock. The rest are to be ready to storm the boat when hell breaks loose... hell being, "kill or capture the crew and free the slaves."

Lil and Flavia do well at distracting the three mates, who are also distracted by a suspicious Mwangi (Mitabu). They quickly assign the third mate to following/watching Mitabu.

The officers return to the captain's quarters. Sindawe tells the valet, "We are going to capture or kill the crew. Tell your people to be ready."

The valet leaves the cabin to talk to his people. Meanwhile, the others eat lunch. The captain begins to act funny until the valet returns, then the captain's weirdness is reduced slightly.

Sindawe tells Jacinth, "Stay seated and calm." To his pirate companions, "Time to go to work." He rises up and stuns punches the captain.

Wogan leaves the cabin, draws a pistol, and shoots the first mate. Lil drops her bladed scarf around that man's neck and saws away. The man struggles with Lil, but fails to break her hold. Then he dies from a blunderbuss shot from Wogan.

Sindawe knocks the captain out with a flurry of blows. Jacinth remains seated, surprised. Serpent follows Wogan out of the cabin, closes with one of the mates and slams him with his staff – that man is completely surprised as Flavia had him distracted. He quickly draws a longsword and slashes ineffectually at Serpent. Then he dies from Flavia's dagger thrust.

The third mate glances back from watching Mitabu, sees the fighting, and orders, "They're attacking the crew!" He loads and fires a crossbow at Wogan, who is unhurt. Mitabu feints then stabs the third mate deeply, then finishes him with a thrust through the cheeks.

Ko'oku'wa waggles his fingers and gestures at the captain, "I think my enchantment wore off."

Lil turns her attention to the slaves and inspires them with bardic performance, demanding, "Fight the slavers!" The slaves are inspired! They attack with improvised weapons.

The slaver crew fight back with belaying pins. One group fights the slaves. A second group rushes Wogan, Lil, and Serpent. Several slaves fall below belaying pin blows. Sindawe joins that melee, tripping and punching. Serpent finishes off the second mate and kills another tripped crewmen. Flavia rolls over the rail and onto the main deck, where there are fewer angry slavers.

The pirate crew aboard the *Champagne Morning* climbs aboard and joins the battle. Luca fires down from that vessel's sails. Wogan activates the blinding effect from his magic buckler. Sindawe destroys several slavers using the two-finger lobotomy. Not to be out done, Serpent drops several more with bone crushing staff blows.

Ko'oku'wa emerges from the captain's cabin, waggles his fingers, and several slavers fall to the deck, snoring gently. The pirates stab, back stab, and shot as their abilities allow – more slavers drop. Wogan *calls lightning* down onto the battle, targeting slavers.

<thanks to the unit fighting rules, the pirate crew, slaver crew, and slaves fight as units which can be resolved quickly. Each unit of ten gets one attack, one damage roll, and its hit points are in sets of 15 with each 15 hps representing one member of the unit. When a unit loses a member, its damage goes down slightly.>

By this point the slavers are down 8.5 men, the slaves by 2.5, and the pirates by 1. Serpent rescues Thalios Dondrel from certain death by dragging him out of the melee and healing him. The witch doctor casts more *sleep* spells. The third mate slips below decks; Mitabu gives chase. The remaining slavers begin to surrender.

Sindawe orders, "Take prisoners! A gold coin for each prisoner you bring me."

The witch doctor issues similar orders. The slaves begin arming themselves with dropped weapons.

Wogan returns to the captain's quarters to secure him. He passes the still stunned Jacinth to find the captain dead from a slit throat.

Below decks, Mitabu skulks about searching for the third mate. He finds the man with a Mwangi girl as hostage, frog marching her back onto deck. Mitabu clings to the ceiling via *spider climb* slippers, moves stealthily overhead when he's not looking, and drives a dagger thru the man's skull. The man drops dead. The girl crawls back to her family.

Up on deck, the twelve slavers are tied up. Wogan and Jacinth return to the quarter deck. The witch doctor is busy calming the ex-slaves.

Serpent is sent to loot the captain and his cabin, plus recover any logs or maps. He finds the captain devoid of valuables, but he does find an antique astrolabe (500gp), a brass mirror (100gp), and a strong box (8 * 100 gp bars). The mates are also robbed.

The slaves are given the slaver ship, the *Iron Bastion*. Two of them are fishermen and they have the best 'sailing' skills. Maps are consulted and it is determined that the Laughing Jungle is too far away for them to make. The pirates offer the elf island as refuge. Lady Jacinth agrees that the island is large enough to house and feed the fifty Mwangi.

She continues, "I could take command of the Iron Bastion. The slavers will listen to me; they can crew the ship."

Sindawe shakes his head, "Maybe. We'll try that, but most of them will remain tied up."

The pirates, Ko'oku'wa, and Jacinth talk further and decide:

- Two slavers and a small set of the pirates will crew (JJ, Thalios, and Prand) the Iron Bastion. Jacinth will command. The other slavers will be manacled. The ex-slaves have the run of ship and will supply the rest of the crew and learn to basic sailing skills.
- The rest of the pirates will crew the smaller *Champagne Morning*.
- Both vessels will proceed to Elf Island. The *Iron Bastion* will follow and take its navigation leads from Champagne Morning, as that island is rumored to have many navigation hazards.
- The two vessels will anchor, the pirates will go ashore with Jacinth, and they will complete the search and rescue of the missing nobles.
- The pirates and Jacinth will also judge how viable the island is to settlement by the ex-slaves.