

## Reavers on the Seas of Fate - Session Summary 09/17/2017

### Today's Episode: Leaving Elf Island

Our heroes and ship have docked in Eleder, the capital of Sargava, for piracy information from the Aspis Consortium. There they are hired by nobles, the Tolcrist, to find their missing daughter, Genevieve, who disappeared while sailing with Jacinth Deepwarder, daughter to a Vicount of Eleder. After some due investigation, our heroes ship wreck on Dolenta Island, clear out the subhuman sex cult lead by an other dimension sex god, and rescue Jacinth's rich, young friends. Then they loot the place from one end to another until they encounter an undead guarding a treasure chamber. That thing teleports them across the island at random.

Our 8<sup>th</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.

### **Teleported**

Wogan and Sindawe appear on the beach, near their crew and ex-slaves, who are not too busy repairing the *Champagne Morning*. Serpent appears at the sex cult's main camp; he sits down to wait his friends arrival. The trio reunites and ventures back to the treasure room. Lavender Lil plays the harp to reveal that chamber... again.

They scheme to overcome the undead in that room. Serpent will go first while the others wait some 60' away. If Serpent gives a signal to approach or the fighting noises cease, then Sindawe will join the combat. The Wogan will wait for Sindawe's signal, until such time as they exhaust the creature's teleport ability.

Serpent rushes in to attack. The undead teleports away to the other pirates, where it teleports them away... mostly back to the beach. They walk back to the fight.

Serpent locates the undead in the laboratory room, rushes it, and is blasted by a ray (3 negative levels). Lavender Lil drops an *animated rope* on the creature who is unable to teleport away. Serpent is able to reach it and beat it to splinters... almost. Then it teleports him and Lil away. Serpent finds himself on the beached section of the whaling ship. Lil finds herself in a nearby closet. She emerges, attacks with a magic whip that the creature shrugs off, then it rakes her with his claws.

## *Booty*

The trio of pirates reaches the underground complex. Sindawe finds Lil pleasuring himself on the four poster bed. He ignores that and enters the treasure chamber where the pieces of the vanquished undead lie. He takes the wand and longbow, then opens the chest: four scrolls, magic cloak, pouch with six pearls, and 2509 gp.

They return to the beach with their loot. The pirate officers oversee the repair of the *Champagne Morning*, guard duty, meals, etc... Lady Jacinth's friends are kept tied together so they don't wander off; they remain in a sex stupor. Guards are armed with socks full of wet sand and directed to beat any public sex offenders unconscious. They have to do this several times over the next three days.

Serpent indulges in some Grand Papa Black Skull (a black root) as his addiction directs him. He regains the maht template at the immediate cost of 2 INT and 2 CON damage.

The ex-slaves take their lead from the witch doctor, Ko'oku'wa, who directs them away from the haunted places of the island (the sex cult's camp site, the underground sex cult area, and the ship wrecked whaling vessel). Jacinth spends this time talking to her friends who gradually recover from their sex stupor, but suffer from "sex torture" mental/physical scarring plus ability damage. Wogan casts restoration on Melella and Genevieve Tolcrist (Sindawe pays for her). He casts lesser restoration on four more, asking Jacinth to choose which one will not receive a spell. She chooses Tordell, because that one's an asshole.

Sindawe keeps Melella at his side, telling her, "If you want to talk, just start talking. Otherwise, shut up." She does not hang herself at the end of three days.

Serpent remains missing for most of the three days as he is indulging in maht.

## ***Champagne Morning Relunched***

The pirates, plus new crewmen Fazio (an ex-slaver), plus Jacinth and her six surviving friends depart on the repaired *Champagne Morning*. The witch doctor, Ko'oku'wa, hands over the remaining holy ambergris to Sindawe, telling him to find a good place to keep it safe until it can be handed off to a true practitioner of the whale itself. The two men also arrive at an agreement to trade cultivated maht for goods. The witch doctor is now the boss of the remaining 30 or so slaves and five remaining slavers.

Sindawe and Wogan note that Melella seems depressed. Jacinth's friends are still heavily sex oriented.

The ship is pushed into the surf, packed to the gills with almost twenty crew and passengers, plus loot. The weather is overcast and the water is a bit choppy. Despite this they easily leave the lagoon. Several persons get

sea sick. Sindawe reminds his pirates, "Remember. That one (Genevieve Tolcrist) is worth a lot to us, if we deliver her back to mana and pap Tolcrist."

They sail for most of the day, then drop anchor. Melella approaches Wogan to talk about her violation on the island; he is able to comfort her. Thalios Dondrel tells Sindawe he would appreciate being in command more often. Genevieve Tolcrist approaches Serpent below decks and thanks him for the rescue. He warns her off, but not well as she pushes herself firmly against him. He pushes her violently away, more so than he intended. She hits the wall heavily, then sinks. Otherwise, the night passes uneventfully. The next morning Wogan heals Genevieve's wounds. Serpent fights his addiction; he refuses the maht.

Lavender Lil and Flavia are assigned by Sindawe to interrogate Jacinth's friends regarding the sex party scrolls (found on board the *Champagne Morning* before they set sail) because they are likely to know who the scrolls refer to out of the young, bored, idle rich. The answers might provide blackmail material. They are successful in their below decks interrogation. He doesn't ask how.

### *Back to Eleder*

Later that day, Sargava's capital city, Eleder comes into view. Sindawe reminds his crew to not discuss dead slavers, freed ex-slaves, and Fazio in particular to never leave his side and never say anything. Fazio looks warily at the pirates staring daggers at him.

The somewhat worse for wear *Champagne Morning* is parked at the private slip belonging to a young noble man who asks, "What did you do to my boat?" Jacinth calms him down.

Tordell is knocked unconscious as he is still in a sex stupor. The others are not presentable. Sindawe departs to hire palanquins to carry them to Jacinth's residence, actually Viscount Deepwarder's residence. Thalios Dondrel takes care of getting the loot wagoned out, reasoning that boating it out will interest the custom inspectors.

At the Deepwarders', Jacinth distracts her uncle with news, "We rescued my friends!" Meanwhile the pirates carry those stupored and unconscious individuals into her private chambers. Jacinth doesn't want her uncle knowing how bad off they are. Wogan and the others note the feminine touches of the chamber along with a strong interest in archaeology. The group attends the young nobles, cleaning them, dressing them, feeding them to try to make them presentable to their hosts.

Lenora Duhamel propositions Serpent, "I hear you like it rough." He replies, "I'm married. With two kids." The back and forth continues until he pushes her away... more gently than he did with Genevieve Tolcrist. She flies into a rage and claws at his face. He restrains her, so she grinds her ass against his crotch. He pushes her into the warm, sudsy, bath water. Then quickly leaves. Joshua Bonedeuce enters the bathroom shortly after.

Wogan flips thru Jacinth's books, mostly travel histories. Sindawe locates her vibrator and her diary (plus its spare key): it is full of racism, rich girl privilege and attitude, excerpts from her relationship (abusive) with Tordell Rivary, and her interest and pursuit in becoming a Pathfinder. And some ideas on what she expects to find locally about the ancient elves that lived in the area.

The woman are bathed by Jacinth, who seems shocked by the end of it. Wogan and Sindawe wash the men next. Meanwhile, Genevieve sits on Serpent's lap and makes some idle threats about loose lips. Tordell overshares about his recent sex adventures with Sindawe and Wogan. The male version of bathing goes well.

Jacinth produces a book on Hot Springs Island, along with a map, for Wogan and Sindawe, explaining, "You seemed interested in the mural on Dolenta Island." Sindawe asks, "You are giving this to us?" She replies, "Yes. But I would like any writings or other archaeological finds."

Jacinth promises to have each of her friends escorted home by household guards. Sindawe insists on personally making sure Genevieve Tolcris is gotten home. Later, at the Tolcris residence, Jacinth apologizes to her friend Genevieve, who accepts but is clearly intent on still blaming her. She is reunited with her loving parents. All of them are alarmed at her darkened skin... and more important matters. The pirates receive their 3000 gp, in coins not bank draft.

## ***Back Aboard Home***

The pirates return to their vessel, *Chainbreaker*, and receive a status report from Tommy Blacktoes. Some crewmen are reported upon:

- Dario – found in a hotel room with a whip gauntlet surgically attached to his forearm... his right hand is gone with a gauntlet whip attached... very similar to manufacture of the organic technology of at least one alien race.
- Tasty Mike – managed to liberate a shipment of liquor from the customs inspector. The crew has been drinking their way thru it.
- Famous Harcy – got to sleep with a rich noble
- Gareb – adopted a mangy dog, Tug Boat, half-way between a ferret and a dog in size. He got the dog to appear Flavia.
- Ori the Cook – beat up by some guys and lost some teeth.
- Pirro – conned out of his money by folks for a charity to help people attacked by a dragon.

#### Loot:

- Recent offerings from the shipwreck victims: 189gp, ivory cameo (necklace with pictures), bronze bracelet, amethyst, signate ring, and a bronze and sapphire necklace.
- Older offerings, including elfish make and whaling ship: 6 +1 crossbow bolts, +1 natural armor amulet (Besmara), +1 elf curved blade, +1 mithral shirt, elven cloak and boots (Melella), bead of force, and a jar of Sovereign Glue. Small valuables totaling 1,209 gp.
- Laboratory: three potions (blur and displacement), tomes and ledgers in elven (mostly about planar knowledges), a magic leatherbound book (screaming demon on the front cover – fiend binder's guide to the diabolic), and exotic furniture (elven manufacture and still in good condition).
- Workshop – mithral ore blocks (7\*100 gp)
- Bedroom – five rich elf outfits (550gp), a winter wolf pelt (175gp).
- The elf books and ledgers are sold to Jacinth's family in return for her additional knowledge on the location of the elf city, Hot Springs.
- Exotically carved elf manufactured desks – kept for the Chain Breaker's map room.
- The black root (moot) – three days of harvesting.
- 10 jars have aklo on them, announcing they hold excretions of the veiled masters.
- 5 jars with common tongue labeling – kraken ink.
- Wand of Magic Missiles (24, CL5)
- plus 1 undead bane of long bow
- chest: four arcane scrolls, cloak of resistance +1 (Lavender Lil), pouch with six pearls (50gp each), and 2509 gp.

#### The fate of Jacinth's friends:

- Dead: Maximilian by a punji stake pit.
- Genvieve Tolcrist – rescued, restored
- Joshua Boneduce - rescued, somewhat restored

- Lenora Duhamel – rescued, somewhat restored
- Tordell Rivary - rescued
- Susann Belstead - rescued, somewhat restored
- Elisabeth Stansport - rescued, somewhat restored

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

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

[http://pathfinderwiki.com/mediawiki/images/a/a1/Inner Sea region map.jpg](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 – *see NOTES section for details.*
  - *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.” Dominated to believe all that and “Hire all new crew – one of yours sold you out.”
  - The Portion. A pirate lord's anti-pirate patrol ship. We also have its ship's logs.
  - Iron Bastion – slaver vessel
  - Lashed Harpoon - a whaler wrecked on Dolenta island.
- 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 ships. 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."
- Equipment, loot and other items:
  - 4 plunder points of goods, retained for "we are merchants" cover story: olive oil (75gp per 5 gallon), metal goods (merchants), armor (good uniform armor for municipal dragoons) – keep to maintain their cover.
  - two bottles of Virathera 75 - good bribe = wine + 4 cure light wounds a bottle
  - good map from Briga for the Whore's Fingers; the map was created by a scavenger who fallen on hard times.
  - Possible blackmail material - erotic *truth or dare* scrolls from the ship, *Champagne Morning*. Very few of these are signed, but Mitabu slowly acquires them for later use.
- Purchased from Black Arm, the Besmara priest:
  - A Sargavan letter of marque to prey on anyone, mostly Chelish and Andorans. (100% legal, 2000gp).
  - Protection from the Eye of Abendego – mount this (an angry red eye painted on a plate of copper) on your mast. The goddess will look kindly upon you and turn the wrath of the eye away. 1900gp.
  - a blindfold looking item that was created by a Besmaran pirate witch. If you get the woman to wear this not even magical divination will reveal the truth. It only works once.



1700gp. Natural 20 by the gm, so it will probably work, maybe even against voodoo loa Mama Watanna.

- An Indulgence For Killing Disloyal Crewmen – these items are in the form of hand-crafted shanks, which are to be left next to the body. 100gp per crewmen. Sindawe buys five.