

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 10/01/2017

TODAY'S EPISODE: PLUNDERING THE HIGH SEAS

Our heroes and ship have docked in Eleder, the capital of Sargava, for piracy information from the Aspis Consortium. There they were hired by nobles, the Tolcrist, to find their missing daughter, Genevieve, who disappeared while sailing with Jacinth Deepwarder, daughter to a Vicount of Eleder. Our heroes shipwrecked on Dolenta Island with Jacinth, rescued the Genevieve and the other survivors from an extraplanar demonic sex demigod and his regressed human followers. They then looted the island, repaired their ship, and left a recently freed group of slaves there on that island. Back in Eleder, they returned the rescued daughter and her friends.

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).

Loot

Dividing the loot:

- 3000gp for rescuing Genevieve Tolcrist
- Recent offerings from the shipwreck victims: 189gp, ivory cameo (necklace with pictures) 50, bronze bracelet, amethyst 50 gp, signate ring 250gp, and a bronze and sapphire necklace 50 gp.
- 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, bead of force.
- Jar of Sovereign Glue. - Sindawe

- Small valuables totaling 1,209 gp.
- potions (blur and displacement) – Sindawe
- 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) – sold
- 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.
Aboleth oil useful in making magic items. --- Sold
- 5 jars with common tongue labeling – kraken ink. 50 gp each.
- Wand of Magic Missiles (24, CL5)
- plus 1 undead bane of long bow
- arcane scrolls (fox cunning, glitter dust, spider climb, summon monster III at 9th) -
Serpent
- cloak of resistance +1 (Lavender Lil),
- pouch with six pearls (50gp each)
- 2509 gp
- Ambergris – give it back to the Whale/Turtle/Dolphin community. Sindawe

Shares come to roughly 1560 gp for each pirate member, though some take a magic item in trade: Serpent, Sindawe, Wogan, JJ, Feissian Hareskinner, Thalios Dondrel, Luca Caletti, Flavia, Prand, Lavender Lil, Melella, and Mandohu. And there is 10% import tax on these items so shares are reduced by 156 each.

Plunder sharing is interrupted by a visitor, a servant type and three house guards.

The Gold Shipment

“I represent a local noble, Othor Vibus, who wants to start a joint venture with you. The Bandu Hills are a source of gold and gems, which is brought here to Eleder via caravans or down river to another town and sailed here.” He hands over a scroll.

I, Othor Vibus, am friends with our mutual friend in the Aspis Consortium. He has the course/schedule for a vessel coming up from Port Freedom. Intercept that vessel, meet at Smugglers Shive Island, and the cargo will be cut. The vessel belongs to the Gold Crown Shipping and Mining Company. If you agree, then my man will return to me and we will meet this evening.

The servant departs with the pirates agreement to meet and discuss this venture further. Tommy Blacktoes is sent to follow them back. He returns to report, “Some rich guy’s house”, which is verified as Othor Vibus’ residence. That night three palanquins arrive and Sindawe, Serpent, Wogan, Lil, and Mitabu depart. They are carried inside Othor Vibus’ residence. Othor, a mustached nobleman, greets them and asks if Mitabu, their servant, wants to dine with the other servants. This leads to a conversation about how inexpensive servants/slaves are.

Othor's plan is to snatch a specific vessel, which he assures them will be hauling gold, defeat their military escort, and take their cargo. This will embarrass the Gold Crown Shipping and Mining Company and further the Aspis Consortium's aims in this area. "You will take them at sea; they'll be hugging the coast. They'll have several tons of gold ore and other valuable minerals. The vessel will be small, probably a keel boat (single mast). Upon delivery he will pay them with liquid funds equal to 20% of the cargo. Smuggler's Shiv has many navigation hazards in the form of rock formations, so do be careful. The Sargavan navy does patrol the area so if you take that vessel, then you will have to fight them."

Lavender Lil and Wogan are able to bargain up the pirates' take to 30%. Othor or a retainer will meet them at Smuggler's Shiv via the *Griffon*, two-masted cargo ship, where they will evaluate the cargo and pay out the liquid funds. Travel time from Eleder to the intercept point is 100 miles. Travel time from there to Smuggler's Shiv is 20 miles. That island has perhaps twenty shipwrecks from both smugglers avoiding the Sargavan navy and some unlucky pursuers. Timing is such that they estimate a rendezvous of seven days.

Wogan takes Mitabu along to see if they can locate and obtain hull wood from the *Griffon*. They discover its berth but it is currently out. Sindawe orders shore leave cancelled and preparations for sailing to Port Shaw. That port is 800-1000 miles away with 100 miles a day being good travel. Several of the ship's officers return to the Sargava Club to talk with those knowledgeable about travel to understand the route south to Port Shaw.

At the club, they find the owner, Briga, a half-orc woman, paying bribes to the gendarmes to avoid closure. Once she finishes, they follow her in. A sailor or two, for a few too many drinks, give them some information. *The winds are against you as you round the Razor Coast, after that they blow you into the coast. Windy season should just about be over. Temperatures are in the 80-90's.*

If you get too far from the coast, you will hit doldrums; there are a lot of them. It is a two week trip if the weather cooperates and nothing goes wrong.

Provisions for four weeks are purchased (500gp/week). Their four plunder points comes out to 10 tons. Provisions comes out to 10lbs per person per day, which comes out to 10 tons for the four weeks. This leaves plenty of space in the ship's cargo hold.

Wogan investigates the temple district and finds a Desnan temple. He then approaches Rucia and offers to help her join that religion for training. She refuses, saying she wants to keep traveling with Wogan and the ship. He does find the *Griffon* in port and has JJ retrieve a piece of hull wood.

To Sea

The ship hoists sails and heads west out of Eleder's harbor. A pod of six orcas is spotted, so Sindawe orders a slight course correction to follow them. The wind is steady and they make good time. Sindawe, Melella, and Wogan return the remaining ambergris to the pod; they circle back and make excited noises. One grabs the substance in its maw and swims off. The crew takes this as a good omen.

The course is then corrected to the cover the shipping lane. One day is spent lingering in the area while pretending to make repairs. This is done during a warm tropical rain.

On the second day, Serpent refuses his new maht addiction; his stats each take a -6. He remains in bed in his chambers. His wife, Samaritha, brings Wogan to examine him. Wogan applies the healing arts and a cocktail of spells that doesn't seem to help that day or the next. They do determine that *remove curse* helps with the cravings. Serpent remains in bed. Sindawe

informs Samaritha that she will be called upon to fight in place of her husband; she agrees if Hatshepsut protects the babies.

Day 3 sees Serpent getting better. The ship, fully repaired, is sailed slowly. The weather is very hot with fair winds and clear skies. A sail is spotted on the horizon by the look out, then two, then three ships. Two cutters and a keel boat (*Ariavela*); each with a single mast. The keel boat is built for cargo not speed. The cutters are warships with roughly half the hull sections of the *Chainbreaker*.

Clear For Action

The “clear for action” order is given. Guns are loaded, mantlets placed, armory is opened, and the pirate’s flag flown. Wogan offers up a plan of placing an *anchor feather token* via *fly* on the cargo vessel; he hands three such items to Samaritha. Hatshepsut closes herself up with the babies in the chambers.

The *Chainbreaker* pursues the three vessels; the cutters go to medium range while the *Ariavela* goes to long range. Wogan aims the chase guns at one cutter’s mast, scoring a hit (46pts out of 6d10); it topples. Return fire scores a hit on *Chainbreaker’s* waterline, right flank. The wounded cutter enacts repairs on its mast. *Chainbreaker* closes the range bands with both cutters and the *Ariavela*. Sindawe orders Samaritha to place an anchor token on the unwounded cutter; she casts *fly* and *major image* (green dragon). Javelins dart out to greet her but miss, then the dragon is over the cutter which slows suddenly. Wogan’s gunners’ cannon fire takes out the makeshift mast on the wounded cutter and damages their hull with a second shot. Tanned Hank and a unit of crew repair the busted hull section enough to remove the broken condition (36 to 22pts). The

cutters maneuver for broadsides but the *Chainbreaker* successfully refuses them, in large part thanks to their missing mast and “anchored” conditions.

The *Chainbreaker* dashes through the cutters and closes moreso with the *Ariavela*. Samaritha flies at the *Ariavela*, taking a javelin hit in the process. Wogan’s chase guns score a hull hit (broken) and mast (destroyed) on the *Ariavela*. The cutters attempt to grapple with the mastless cutter, scoring some long range hits with grapple hooks. All of the Gold Crown vessels launch javelins with one hit.

Sindawe orders crew to cut the grapple lines; they do so. Wogan delivers a broadside into the mastless cutter: 24pts, 44pts, 32pts, and 40pts. Its midsection is smashed through and through, killing some crew; she begins to sink.

The *Chainbreaker* maneuvers to broadside the second cutter – Wogan’s four guns all hit: 39pts, 26pts, 41pts, and 29pts. The cutters’ own broadside misses; it too takes terrible damage and begins to sink.

The mastless cutter enacts repairs and slows their sinking. The other cutter does not. The *Chainbreaker* demands the *Ariavela*’s surrender; they do so. The sinking cutter also surrenders; its crew (20) and captain are rescued. Its crew is Ivory Cross (mercenaries) while the other cutter is Sargavan navy (it too surrenders).

The *Ariavela*’s surrender is accepted under the condition the ship is left with them. They also offer to give over their sails and help offload their cargo. Its marines also surrender their weapons. Sindawe and Wogan board with a unit of pirates to investigate the cargo: raw ore and gemstones.

The cargo is moved over and the Ivory Cross mercs board the *Ariavela*.