

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 10/29/2017

### TODAY'S EPISODE: WENDO WORLD

Our heroes and ship have docked in Eleder, the capital of Sargava, for piracy information from the Aspis Consortium. They have just carried out such an act of piracy against an merchant enterprise opposed to the Aspis; they waylaid and looted the *Ariavela* and its escort of its raw gold ore shipment, then turned to Smuggler's Shiv where they will hand off the shipment for coin.

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.

### NO WITNESSES

Captain Sindawe orders Wogan below, then the orders the cannon crew to turn their guns onto the recently defeated and reasonably helpless *Ariavela* and her remaining cutter escort. The cannon fire continues until both vessels are sunk and the screams of their crews cease. Some of the pirate crew hoot and high-five each other; others look somewhat sickened at the mass murder. Then he issues orders for the ship to sail for Smuggler's Shiv where they will meet their employer, Othor Vibus, aboard his vessel the *Griffon*.

Later that day, they arrive at Smuggler's Shiv which lookout JJ, spots. The island is 14 miles long surrounded by reefs set in ship breaking formations. The *Chainbreaker* slips through easily enough.

Serpent explains that their cargo of the drug called maht should be dumped because it is cursed. Sindawe agrees. The anchor is dropped and the maht is dumped. The cannons and murder guns are then loaded as no one knows what dangers the *Griffon* and the island offer. Black Top Bill spots one maht bundle getting pulled under; Sindawe orders more watchers to the railing.

Something whiplike lashes out from the water and strikes the crewman Tiberiu, who cries out and collapses. Serpent and Wogan rush to Tiberiu's side; it is clear he has been poisoned and they cast several spells to aid him. Sindawe orders, "Crossbows! Line the rail; there's something in the water attacking! Tommy, you are in charge." He consumes an *air crystal* and dives overboard with spear in hand.

Below the surface near a reef is an elephant sized aquatic scorpion (lobster body, wide front body like a scorpion, and huge claws). It misses Sindawe with a sting as he swims inside its snapping claws and stabs it with his magic shortspear. The monk notes the many spines covering the creature's carapace which would make punches and very short weapons dangerous to use. The scorpion's claws and stinger miss the monk as he stabs it repeatedly. Wogan applies more healing skill to the poisoned Tiberiu. Serpent rushes to the rail, spots the elephant sized creature and casts *call lightning*. Bolts of lightning hit the water; the scorpion is hurt further. The monk's magic ring of *resist electricity* protects him.

The scorpion, fueled by maht, continues its attack on the monk and draws blood with a single claw. The monk stabs it again and again with a spear while Serpent's *call lightning* continues

to deliver bolt after bolt of blue damage. Wogan continues working on the dying Tiberiu. Sindawe's final spear thrust goes through its eye and into the brain.

Wogan expends a lesser restoration to aid Tiberiu, who continues to die from the poison. Sindawe climbs out of the water, catches a crossbow bolt fired by an excited pirate, then discusses lightning and his magic ring with Serpent.

## THE HANDOFF

Crewmen Tiberiu is finally stabilized by Wogan's continued efforts. The cannon are loaded. The *Chainbreaker* sails on with extra, extra crew on watch for navigation hazards. The lookout cries out, "Ship!" Spy glasses show the *Griffon* anchored on the island's north end.

The *Griffon* rises an Aspis Consortium flag in greeting as the *Chainbreaker* approaches closer. The pirates are properly paranoid on the approach and issues are ordered, "Be ready to fire... but only when ordered."

The two ships pull alongside each other. Boarding planks are dropped and Captain Tacina of the *Griffon* crosses. Greetings are exchanged. The raw gold ore and uncut gems will be transferred; during transfer the weights and values will be determined.

Serpent bargains with JJ to scout the *Griffon* and vicinity underwater; the cost for this service is 20gp and "to put in a good word with Kahina for him" for the diminutive seamunculus. Serpent agrees.

The captains talk. Their crews will stay on their own vessels, but Serpent, as quartermaster, and others will watch the scales and measuring onboard the *Griffon*. Serpent takes Samaritha and Mitabu with him.

The whole operation takes a while and nothing untoward happens. JJ returns to the side of the ship and signals up to Serpent from the water, “All clear.” A few minutes later he delivers the same info in person. The offload finishes without event. The stolen shipment is calculated at 2861 gp. The pirate crew is happy with the take.

The *Chainbreaker* retraces its path thru the reefs and into deeper water. The coffer holding their 2861 gp payoff is examined for traps and magic, but none is found. They anchor for the night. The watch is doubled for the night and the *everburning lanterns* are shielded to minimize light. JJ is ordered overboard to examine the ship and environment; he surfaces five minutes later screaming, “Murder!” Sindawe dives overboard to help and is told, “Tentacle goblin!”

Sindawe sees a tentacled goblinoid creature sleeping on the seafloor (shallow) below. He murders the creature and returns to the vessel with the corpse and its spear. Samaritha identifies it as a grindylow – it is a goblin, octopus hybrid. She continues, “They are encountered in ones, in tribes, and all numbers in between....<plus other esoteric data>.”

Sindawe orders more men onto the watch. The corpse is retained on deck for disposal next day. JJ was speared by the tentacle goblin and asks for healing. Regular healing doesn't work since JJ is a construct. And no other spell, skill, or service is currently available, so Wogan prays for *make whole* and uses that the next morning.

## MAMA WATANNA'S MISSION STATEMENT

Sindawe plots the course for the cape, then turns in for the night. He dreams... he is in the water, fins cut the surface, then surface to reveal orca. His patron voodoo goddess Mama Watanna appears in the water and says, "Mama has not seen you in a while." He agrees. She continues, "Mama is here to ask you do something for her. I have lost three items that contain my power... but if I had them back I could intervene more directly. Comb, brush, and mirror are in the realm of other wendo where I cannot go." Sindawe asks questions and she replies with, "If you agree, I have made a deal with Kindo Kane... he can open the way for you and your vessel. It will start tonight if you want. He the one that stand at the gate."

Translation – the voodoo priests work/deal with the wendo spirits like Mama Watanna. Kindo Kane is an equivalent spirit. And it can be bargained with...

Sindawe asks further questions and determines his crew will likely get paid and probably not automatically die. He agrees but asks for a spirit guide to which she agrees to obtain thru Kindo Kane. Sindawe agrees to the mission and puts the moves on Mama Watanna. The ocean turns red as they make love.

Sindawe awakens alone, rises, and goes out onto the deck. The sky indicates a storm is brewing, though there is no rain yet. The night watch walks around a tad antsy. He asks some questions. He also notes that the ship seems to be sinking and the visible waters are rising. He tells the watch, "go to bed. I'll take over. And send Wogan up."

## CONSUME ACID AND DREAMSCAPE

Wogan comes onto the deck to see their ship sinking slowly into a hole in the ocean. Sindawe tells him, "I'm pretty sure my spirit guide told me this would happen. So, let's go with it. You are seeing this right?" A lagging watchman rings the alarm bell. Crewmen come on deck as the ship sinks down a water hole in the middle of the ocean; most panic. Sindawe and Wogan work the crowd trying to calm them.

An airy dome over the ship lowers and closes with the ship. The tunnel that had lowered the ship disappears. It shrinks until the entire ship is underwater. Sindawe tries breathing the water; he breathes it without problem. The crew starts panicking again, even after Sindawe announces, "We can breathe the water."

The ship continues to sink. By the light of the *everburning lanterns* the crew can see large sea serpents swimming about with glowing toothy maws. The crew slowly realize they are not drowning. And there is a great thump as the *Chainbreaker* settles onto the sea floor some 300' below the surface. The ship settles at an angle; objects slide across the decks. Crewmen wet themselves; luckily, being underwater, it does not show.

The lights show an uncluttered sea floor of mostly sand and a few mundane sea creatures. Confused crew are sent to check for damage. Sindawe gathers up Wogan, Samaritha, and Serpent and demands, "What can you tell me about those sea serpents? Natural? Spirits?" They determine that the water as extinguished all mundane light sources and wetted the gun powder.

Sindawe spots a small, dark figure walking across the sea floor. He is a Bonuwat man of extreme age walking with a crutch and wearing a simple wrap. He strides easily on to the deck (the ship is leaning extremely to one side). His voice is not effected by the water, "I be Kendo Kane. You be the one that caught Mama Watanna. She is protecting you from the sea and has a task for

you if you be worthy of it. She wants back her comb, brush, and mirror. They be taken by Pele (female has comb), Lo Lulu (male, has brush), and Omoru (male, has mirror).”

He touches the sea floor with his crutch and a sea chest rises from the sand which opens to reveal a ridiculous amount of treasure. He pulls out a bag and hands out gold stick pins from that bag to Sindawe, Wogan, and Serpent. Each pin is two inches and has Mama Watanna’s symbol on it (a stylized palm frond surrounded by fish). He explains, “People who know it will recognize. Mama had me make a gris-gris to guide you.” He hands over a length of fibrous palm tree section, “These will take you to the others realm and protect you and your ship... unless you anger them.” The wood has three ornate sigils on it.

Wogan asks, “We’re supposed to sail our ship into the other realms?”

Kendo Kane nods, “Yes.”

He departs after answering, vaguely, a few more questions and warning, “They sometimes be crabby.” He pauses to tap the sand; five large sand crabs rise up thru the sand and work to right the ship.

The ship begins rising again, rising smoothly up through the waters, surfaces into a dawn lite sky. Water dribbles from the mast and all other things. Water drains out of the hold of its own accord.

Orders are issued to check the powder stores and mechanical devices. The powder will need drying.

The wood and its ornate carvings are examined and they are somewhat evocative of the spirits:

- Pele is associated with volcanoes. Forged the islands, mother of fire and wrath, dwells in a volcano, and has sisters whose breathe burns the flesh. Mercurial of temperament.
- Omoro is associated with the wilderness
- Lo Lulu is the underworld.

The wood is placed in bowl of water. Wogan says, "Take us to Pele." The wood floats to one side of the bowl.

## SAILING FOR PELE

The ship sails and sails across a featureless ocean where it remains dawn, eventually reaching an island where the sky is streaked with smoke. As they get closer a volcanic caldera is apparent. Lava flows give way to land of craggy cliffs and ridges and black sand beaches. They sail around the island, hoping the gris-gris will triangulate a location for them.

The gris-gris moves in a way suggesting that it is giving them actual directions. It guides them to a field of cooled, hardened lava... though further back the volcano is clearly active.

Wogan and Serpent pray for new spells while Sindawe tests the gris-gris and determines it pulls like a dowsing rod. The ship's cook reports that he can't light a cook fire. Sindawe prays to Pele and tries lighting it himself; it works.



Sindawe asks some questions of the Mwangi crew men Chidike and Kunto. The former knows a little about Bonuwati Wendo spirits and is therefore assigned “spiritual advisor” status while the trio is ashore.

Wogan, Serpent, and Sindawe board a longboat. It emits a green glow. As does the ship’s hull.