

# REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 05/26/2019

## TODAY'S EPISODE: ENTERTAIN ME

Our heroes and their vessel sailed into Port Shaw where they have embroiled themselves in local horror stories before deciding to chase a pirate legend's treasure cache. Of course, nothing is ever as simple as their new course is forced by expedience: Captain Mercy knows of a city of gold that is located somewhere in the Turmoil, but she cannot take her ship there because Admiral Tame hates her to death. Conveniently, crewmen Mitabu stole the *Chainbreaker's* deed and lost it to her in a game of chance. Captain Mercy has promised them a 50% cut of the treasure (and the deed to their ship back) in return for supplying the ship and crew to get them there, defeat any unpleasantness en route, and sail it all back to Port Shaw.

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).

### *They Came to Armada*

Sindawe, Wogan, Serpent and Captain Mercy look at Admiral Tame's capital, the Armada, which is a floating island of derelict vessels.

She fills the *Chainbreaker's* command staff in on Tame. The Admiral keeps a court of sycophants, entertainers, and guards. He enjoys magic and drinking and whoring. He loves magic items. He enjoys any sort of entertainment, but avoid failure as he will sic his sea giant on you and your corpse will decorate his palace. He has many lizard folk in his capital, even among his guard and harem. The Admiral is a cannibal. He can be impressed but it takes more than "winning a

fight for his entertainment”. He lets his anger take control when he is angry. He has fits of poetry speaking.

Captain Mercy says, “You should have a cover story ready before you talk to Admiral Tame. Saying you are here to find a pirate treasure will just get you tortured for your leads.”

The group talks and comes up with, “We are here to take over Bonegnawer’s dragonsmoke business.” This seems to be an agreeable and is expanded:

- We here to hunt down and take over the dragonsmoke business from that gnoll Bonegnawer. Failing that we’ll start our own business. How hard can it be? A gnoll is running the business.
- Keep all crewmen on board along with Captain Mercy. No one goes ashore or talks to anyone ashore.
- Take one or two trusted, exotic crewmen with Sindawe, Serpent, and Wogan: Dario (alien whip hand), Olgvik (ulfen), Kuutamo (tengu), and Mitabu (ex-PC).
- Take the cursed *crystal of true seeing* as a gift.
- Have an action or two ready to prove their trustworthiness. Something horrible and entertaining.

They sail to the Armada and dock at a likely looking jumble of jutting boards. Sindawe, Serpent, and Wogan go ashore with Dario, Olgvik, Kuutamo, and Mitabu. The island rocks with the ocean waves and is packed with people: merchants selling and buying, drinking, vomiting, and watching.

The structures are close in and block their sight of the Admiral's council chamber, so they ask for directions from a fish-head-on-a-stick vendor. They follow the vague directions which are mostly correct to arrive doors guarded by female lizard folk who are armed and passing around a rum jug. The sound of drums and flutes comes from within. Some people come and go by slipping by the guards, who pause their drinking to stop and beat one such interloper lightly.

The pirates enter the room to be greeted by the smell of cooking meat. There is a crowd of men and women being entertained by dancing female lizard folk in colorful garb. Bodies hang from the walls and ceiling, testament to those who failed the Admiral. More people crowd a long bar. And everyone is packed in tight.

They force their way deeper into the crowd passing individuals sick with liquor or diarrhea, folks fighting and more people cheering them on. The female lizard folk continue dancing to the cheering onlookers. The lizard women are strangely attractive, with shapely forms resembling human women's to some degree.

A man threatens Wogan with a broken bottle until Wogan blasts him with the *mace of terror's* fear cone. Mr. Broken Bottle and others run from Wogan, crashing into other merrymakers.

Serpent notes gnomes disguised as children balanced on a second floor balcony are throwing nails into the crowd below, including at his helm. Serpent questions the wisdom of drawing blood, then says to himself, "Who cares!?" He casts *gust of wind* at them, knocking them backward and off the rail. No one cares.

A man that was being beaten outside earlier runs into the room but is drug back outside by the trio of female lizard guards. No one pays him much mind.

A sober man approaches Wogan and asks him, “Are you ready for a dance off?” Wogan blinks and replies, “No.” But this does spark an interesting competition.

Dario says, “I’ll do it!”

Wogan agrees to stake Dario to the tune of 5 gp.

This is expanded to a three on three dance off – Dario, Serpent, and Sindawe. The opponents are a Captain Herman and two of his crew members: a lizard man with a chunk missing from his tail and a human man with a prosthetic hand.

Dario demands to lead the team; Serpent and Sindawe agree. Sindawe remembers a dance he learned long ago and takes the lead with Serpent and Dario following his lead. He even breaks a pair of sun rods to up the impact. However, Captain Herman uses his bardic skill and their team practice to beat our heroes. Herman claims his bet and declares, “I only hope that Admiral Tame notices me!”

Kuutamo asks questions about the ritual dancing.

The pirates split up to mingle:

- Serpent – finds out that the Admiral quickly finds and sinks any trespassers.
- Wogan mingles with the drunks – he learns that the admiral lost his hand to Captain Mercy and he wants his revenge so badly he would pay her weight in gold as reward.
- Sindawe mingles with the knife fighters and those betting on them – they tell him that the admiral is entertained by magic and his current jester is a sorcerer. But he’s the 33<sup>rd</sup> jester and the admiral hates repetition.

Getting to the admiral will be tough as the crowd is thick around him. And those further out warn, “Watch out! Those folks will cut or pick your pockets if you try to push through with a gift for the admiral.”

Several of our heroes use *spider climb* to obtain a position on the roof to watch the admiral, his sycophants, and their entertainment. The admiral is a big man dressed in silks and one arm that ends in a ragged stump. A man whispers something into the admiral’s ear to which the admiral rewards with a command to the female lizard dancers to pelt the man with javelins.

They return to the ground and Sindawe ad libs, “Let’s find a silver platter, an apple, and someone who looks like a narc or a Port Shaw naval officer.” Everyone scratches their heads but agrees to the plan.

Sindawe buys a silver platter (25 gp) for 250 gp from one of the patrons. Sindawe gets that same guy to point out a possible narc, Half-blood Harry. Sindawe scopes out Harry who is a hulking man with impressive tattoos and scars and possibly ogre lineage.

Wogan looks for a possible narc. He considers Captain Herman and an aasimar. The aasimar resides in an alcove with is littered with desecrated religious symbols. He listens the aasimar rant about, “The gods are nothing; only clean living and desecrating religion matters.”

Sindawe and Wogan invite their potential victims to the bar for drinks. The bartender sports a full beholder head/face tattoo. He serves liquor from a random open bottle until it is empty then moves onto the next. Dario and Olgvik show up with a topless, male aasimar with crazed eyes.

- Reaver the Fallen, the topless aasimar, talks of raiding and crushing houses of worship.
- Harry – says nothing.

The aasimar refuses to drink based on his belief system. Harry drinks silently. Sindawe and Wogan decide on Reaver as the patsy. Sindawe pummels him mercilessly until he is unconscious.

Sindawe buys a bottle of brandy with an apple inside. He shares his plan with the gang. Wogan and Serpent offer some refinements to the plan.

### *Are You Not Entertained*

They slip past the council chamber guards again, then use *spider climb* to carry themselves and the unconscious Reaver up to the ceiling into the council chamber. Serpent and Sindawe drop gently to the deck below followed by Wogan dropping the silver platter to his teammates below.

They are amidst the crowd around the Admiral.

Sindawe screams, "This man is a narc! Look a scented hankie!" He holds the scented cloth high!

Sindawe shoves the apple into the aasimar's gaping mouth.

Serpent soaks the man with brandy.

Sindawe wrestles with the aasimar until he catches fire, thanks to his *flaming grapple vest!*

Serpent cuts the man's head off with a single ax blow then raises his head aloft!

Sindawe brings up the silver platter under the head and presents it to Admiral Tame.

Admiral Tame looks upon the human cracklings. He is entertained. He chortles and asks the hanging corpse next to him, "Was this aasimar a Port Shaw spy?"

Serpent and Sindawe present their present, the cursed true seeing lens, so that the corpse can see that the aasimar is a spy.

The corpse agrees, "Yup, that man is a spy." Or at least that's what Admiral Tame pretends to hear.

The crowd claps politely.

Wogan shoots his pistol off and announces, "Dance off in 10! Over there!" Everyone below looks at the pirate cleric clinging to the roof. Then climbs down.

Admiral Tame yells, "Oh yeah! I want to see that!"

Wogan spends the 10 minutes healing some wounded pirates who tell him they were attacked by the Storm Daughter and barely escaped. He also swaps out some spells.

Serpent also swaps out some spells while watching men carry a seal carcass in on a platter. They are serving it raw. He buys the liver for 5gp.

### ***Am I A Clown? Do I Amuse You?***

Wogan casts *eagle's splendor* on Sindawe, who leads the *Chainbreaker* dance team. Serpent and Dario fill out the rest of the team with acrobatics and dance skill. Wogan will hit Sindawe with *called lightning* during the dance to create noise and light; Sindawe will be protected by his *ring of electricity resistance*. Serpent will cast *daylight* and *summon* monkeys to dance alongside them.

Olgvik and Mitabu retrieve Captain Herman and his dance team. Wogan and Mitabu work the crowd up to anticipate the dance off. They work their way through the crowd and up to the admiral's inner circle. They shout, "A dance off!"

The admiral and his cronies stop talking and turn their collective gaze to the stage. Team Herman starts, but is thrown off by the various spells being cast by Serpent and Wogan. Simon's prosthetic hand falls off, the lizard man does barely okay, and Herman does fair. Team *Chainbreaker* gets a 38 with all their skill checks and spell bonuses.

Again the Admiral is entertained! Yet, he announces, "That man with the prosthetic hand will be chastened!" He pulls a chain...

A very large door opens to reveal a female sea giant who strides across the stage to murder poor Simon. Simon runs from the mountain of muscle but is stopped by the door guard's leveled spears. He turns to meet the giant's scythe blade; he is struck 3 times before he drops. Four Simon chunks hit the floor. Admiral Tame hoots in appreciation.

Our heroes close with the Admiral. He asks, "What's your business, you entertaining youngsters?"

Sindawe explains, "We want to take up dragonsmoke shipping. We need permission to do that in your territory."

The Admiral indulges in some of his own drugs, then agrees with the caveat that they bring him some of that really, really good dragonsmoke.

They agree.

A jester is summoned to be kicked by the Admiral's preferred guests. Wogan kicks gently. Serpent kicks as hard as he can. Sindawe also takes a kick.



The admiral returns to his entertainments.

Our heroes reunite with Captain Herman who hands Gozzé'ch, the lizard man, over to Sindawe. Gozzé'ch agrees to join their crew. They nickname him "Old Lizard!"

### *Back to the Ships*

The pirates leave the admiral's party and head back to the docks. Old Lizard is ordered to lead them to Captain Herman's vessel, since that man explained, "Simon and Gozzé'ch were the last of my crew. The rest have left or mutinied." Sounds like he doesn't need a ship all that much then!

Old Lizard takes them to the *Encore*, a sturdy sloop that is smaller than the *Chainbreaker*. It is 40' long, single mast with two sails. Sindawe asks about defenses and learns that there is hand curse keeping it safe. They decide to go for it anyway.

They return to the *Chainbreaker* and drop off their crewmen. Sindawe tells Captain Mercy the plan and asks for documents to help the crew get it into Port Shaw. She agrees for a split. Tanned Hank is told to put together a crew to sail the vessel back to Port Shaw.

Sindawe, Wogan, and Serpent return to and board the *Encore*. They find a curious lack of rats aboard. They investigate the deck before descending below. It is there that a swarm of prosthetic hand swarms leaps upon Wogan. Everyone is relieved to find that the hands can be destroyed with weapons, albeit slowly. Sindawe and Wogan smack them with temple sword and mace. A hand strangles Sindawe. Serpent and Wogan cast *call lightning* and blast the hands.

They find a tool bench for manufacturing prosthetic hands. But nothing else interesting. It is indeed a ship that Captain Herman won in a bet. They do determine that ship's previous name was the *Rita*.

The vessel requires a crew of 6/3/2. 2<sup>nd</sup> mate Big Mike is assigned to sail the vessel back to Port Shaw. He is allowed to select five crewmen for the venture. He takes:

- **Claxton**, Exp3 from the Sun Temple Colony
- **Nemo** – Shipmate from Riddleport
- **Melella** – half-elf druid 1 from Magnimar, druid's vestment, treant seeds, cloak elvenkind
- **Arsonce** – a heavily scarred Nidalese fisherwoman
- **Phamas Harcey** – Ex-Chelish prisoner, high profession(sailor)

Big Mike takes his crew and boards the *Encore* to put it in order.

A short four hours later two vessels leave the Armada. One heads deeper into the Turmoil and the other heads back to Port Shaw.

On board the *Chainbreaker*, heading further into the Turmoil, Captain Mercy declares, “I can remove this guise now that the Armada is past.” She removes her blonde wig to reveal long black hair and dreadlocks. Everyone gasps!

Mercy continues, “We are going to the Veiled Island. Few make land fall there and fewer escape.”

Wogan, “That's the man in the iron maiden in our hold?”

Mercy replies, “Yes, Giddon resides in that thing. No, he is not undead. Just dead. But he can still communicate.”

“Giddon’s captain, a crazed man, forced them enough inland to see the City of Gold. They returned to the ship only to find it scuttled. Giddon escaped on the ship’s boat while his crewmen were murdered by monsters. Giddon died of hunger and exposure before I found him.”

The officers chart a course to Veiled Island; the trip will take 2-3 days.

They go below to interrogate Giddon about the island’s horrible monsters, since Captain Mercy admits that she has no intelligence from Giddon on that matter. Wogan’s *Speak with Dead* allows four questions:

- **How did they reach your vessel?** The vessel was brought into the shallows by the captain. No idea how the monsters reached the vessel.
- **With what weapons did the monsters attack your crew?** Claws and teeth.
- **How many limbs did the monsters have?** Six each.
- **How many types of monsters were there?** One.

### *The Route to Veil Island*

They sail a circuitous route to the island just in case Admiral Tame is watching, else the trip would go faster. The trip is uneventful despite a thunderstorm on day two.

Wogan tries the ship finding spell on the *Albatross*, a Port Shaw naval vessel that is after the pirate treasure. He gets no answer, indicating the vessel is sunk. He also checks on the *Encore’s* progress.

The officers enjoy meals by their two cooks with Captain Mercy. Wogan and Serpent ply her with questions which she answers.

The final approach involves extra men on the bow and crow's nest, a spin of the wheel to a new vector. The island is in sight, covered by jungle, a hill rises up on one end. Smoke rises from the other end. The strong smell of brimstone reaches them even from this distance. And as they round the island, they see another vessel at anchor.

### *Equipment, loot and other items*

- 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. Later, Lavender Lil and Prada are able to interrogate Genevieve Torcrist and friends to find out a lot more.
- 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.