

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 03/01/2020

TODAY'S EPISODE: THE DEVIL AND THE DEEP AZURE SEA

Our heroes and their vessel have sailed to the Veiled Isle in search of a city made of gold, looted the reachable portions of the golden city along with two other pirate captains, and returned to their vessels, *The Chainbreaker* and *Greedy Gull*. It is time to part ways with the *Greedy Gull*.

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).

Tallying the Loot

It is the pirate's thirteenth day on the Veiled Isle. The away party (minus about a dozen dead pirates) has returned to the repaired ships:

- *Greedy Gull*, Captain Smiles commanding: heavily damaged in its battle with *Chainbreaker*, it has been repaired from broken to seaworthy.
- *Chainbreaker*, Captain Sindawe commanding: two sections of hull damage repaired.

Captain Smiles and the *Greedy Gull* want to depart this accursed island as soon as possible with their share. So the shares are figured:

- Captain Bethany Razor, owner of the Golden City intel: 45%
- The rest of the pirates: 55% plus return of the *Chainbreaker* deed to Captain Sindawe.
 - *Chainbreaker* crew – full shares according to rank

- *Greedy Gull* crew – half shares each, no adjustment for rank

Each share comes to 576gp. 45% 33,000gp (and change). Serpent uses his share to buy the *golden needle of mending* and donate it to the ship.

This act of charity causes Sindawe to whisper to Wogan in Aklo, “That doppelganger is sure off his game today!”

The captains and officers drink a round or three of rum to celebrate their victory. Captain Smiles is forced to share that she is sailing for the Turmoil. She recommends that the *Chainbreaker* avoid that place given their 50-60K gp in treasure. The other captains agree.

Sindawe, Wogan, Serpent, and Bethany plot a course to take them wide of the Turmoil and back to Port Shaw. This route would take them south then west and past Beacon Island to which Wogan points out, “We want to go to Beacon Island. We could stop there on our way back.” Sindawe disagrees, “I would rather get back to Port Shaw first, then head back out. We have a lot to do back in town.”

The *Chainbreaker* leaves first, after a somewhat tearful goodbye to Mandohu who joins the *Greedy Gull's* crew. Mandohu explains to Sindawe, “I wish to be with my people (lizardfolk). I miss them. And I wish to buy the love potion.” Sindawe agrees to his departure, but refuses to sell him the potion. The *Chainbreaker* sails toward the Turmoil and away from the *Greedy Gull* just to throw them off.

The *Chainbreaker* sails until nightfall noting a single cloud that keeps pace with them and against the wind at several points. Bethany shares a folklore tale about the origin of *Grintooth's Rest*.

The officers retire for dinner at the captain's table. Sindawe, Wogan, and Serpent discuss new rules for loot shares as they are "flushing 98% of their wealth down the toilet":

- Ship's officers - Captain, Quarter Master, Chief Gunner, and Boatswain - get double shares. All other officers get 1.5 shares.
- All other crew get single shares.
- The ship gets four shares, plus up to two magic items for ship's use (e.g. the golden needle).
- Loot magic items taken by away party may be selected in lieu of a cash share. Lots are drawn according to member's shares (e.g. Captain gets two lots) to determine order. Any remaining magic items go into the general shares.
- An addition to the general ship's rules: any crewman can leave at any time while in port, but not while at sea. Hostage and shanghaied crew have extra special rules.

Of course, the crew would have to sign off on this change between voyages.

During the meal, Sindawe hears creaking overhead that sounds like heavy footfalls. He quietly warns the others and they sneak out of the room and onto deck. There they find Kahina and Kovak on guard. Sindawe continues sneaking up the stairs to the command deck, Bethany takes the other stairs up, Wogan holds back with pistols at ready, and Serpent uses snake totem transformation for scent ability.

The command deck is unusually dark, despite twenty lanterns with *ever burning torch* cast upon them. Serpent whispers, "I smell brimstone. Demons."

Serpent spots a form rising up out of the deck near Kavina and Kovak. It is a squid looking form made of water. It squeaks at them. Serpent and Sindawe also hear some mumbling from the water starboard.

The water squid attacks, hitting Kovak (9pts). Sindawe looks over starboard to find a man-sized creature clinging to the hull. It is covered with fangs, claws and horrible looking barbs. Sindawe yells, "Sea monster!" and stabs it with his spear (11pts plus 5pts electricity). It replies with a horrible word that Sindawe shakes off (successful Will save). Wogan leans over the rail to blast it with his blunderbuss (16pts). Bethany grabs a ship's line, swings down, and stabs it with her magic rapier.

Serpent uses scent to determine that there are only two opponents; he closes with the squid, strikes it with his ax once causing it to disappear.

The barbed creature blasts Wogan with its *searing gaze*. One beam bounces off Wogan's mirrored buckler and reflects into the dark ocean below. The creature retreats further down the ship's side. Sindawe runs back to the captain's cabin to attack through a window. Serpent runs to the command deck to put the creature in line of sight.

Wogan orders the guards to load a swivel gun, then shoots it with his magic pistol. The devil blasts its attackers with a law based spell, dazing several of them. Sindawe opens a window and stabs it with his spear. A loaded swivel gun fires and misses.

Bethany swings past the creature for another stab but it alters the plan by leaping at her with a bear hug. It wraps around her completely and its added weight loosens her grip on the rope. The pair splash into the briny depths. Serpents, just undazed, dives after them. Wogan uses a healing burst upon those in the water, excluding the monster.

Bethany slips out the devil's grasp using escape artist to flank with Serpent! Sindawe joins the fray and the quartet exchange non-damaging blows until Bethany attaches a *feather token of anchor* to the devil, which is dragged to the depths.

Back on board the crew search the ship for any devil sign. Bethany points out that the command deck is dry and the creature was bone dry until it dropped in the ocean. The officers look up into the dark night sky but cannot see the cloud that pursued them earlier. Everyone agrees that the devil is not finished with them.

The watches are tripled for the rest of the night, but the devil does not return.

With the Dawn

In the morning the crew finds the weather clear and becalmed. A single cloud hangs in the sky, half a mile distant. Wogan announces he can cast *air walk* for three crewmen to cover 80 minutes. Wogan, Serpent, and Sindawe issue orders to the crew, then begin the half mile climb to the cloud via *air walk*.

The trio approach the cloud and notice that it has eyes and mouth facing their direction. They close to 40 yards and try various languages offering to parley. The cloud shifts and moves bringing its full attention to them. The winds around it pick up and approach to whistling. Wogan casts *comprehend languages* on Sindawe.

Sindawe is able to understand the cloud, "I mean you no harm. Return to your ship!"

Sindawe agrees verbally, but adds, "We were attacked last night by a barbed devil. We think it was a devil. Can you help us?"

Sindawe believes the cloud is getting the gist of his conversation. But it seems like it might be unable to tell them specifics... or cannot. The cloud opens a hole in itself to show a ship in the distance. Sindawe hands his spy glass to Wogan.

Wogan does not recognize the ship, it is half the length of the *Chainbreaker*, lateen rigged, has some cannon, and is anchored currently.

The trio begins the half-mile walk back down, taking time here and there to pause and look around. Serpent spots a humanoid form on reef. Wogan spots the *Greedy Gull* about 5 miles away, still near the Veiled Isle, their sails are up.

They return to the ship. Wogan offers up some *feather tokens of the fan* to propel the ship – Sindawe agrees after hearing that the token blows at 25 mph and lasts for eight hours. Bethany asks what happened, so they bring her up to date.

Bethany does not recognize the ship described by Wogan, but does add that Captain Tame has an unknown way of spying on ships in the area. She agrees to their plan to leave immediately via fan feather token, anchor for the night, and then sail again after night.

The ship moves out at a moderate pace thanks the fan feather token. The crew is happy to be out of the becalmed area, mainly because Sindawe always finds chores to keep them occupied. The cloud pursues though not as quickly as the *Chainbreaker*. The officers notice a second cloud and third cloud appear that form a chain back to the becalmed vessel – the clouds form a chain tracing between the two ships.

The *Chainbreaker's* crew responds by going all out to make the most speed and distance they can. Sindawe, Wogan, and Serpent for a sailing check of 41. This leaves the clouds far off in the distance and eventually out of sight.

Eamon, a one-legged crewman, is on watch and shouts, "Ship ahoy!" The officers use spy glasses to study a fishing trawler that is listing slightly and flying a distress flag. Bethany shares that the only significant feature around is Black Hole Island, a penal colony full of prisoners, monsters, and evil guards.

Sindawe orders them to sail for the fishing trawler, which is becalmed. They signal the ship once in range and call out, but receive no response. They see signs of a struggle.

Serpent, Sindawe and Wogan decided in unison, "Let's leave this death trap alone." Bethany points out that the ship itself is loot, but agrees that they should settle for looting the captain's payroll box. Sindawe agrees and asks for, "Volunteers!"

Bethany takes a long boat with six volunteers. They row over, climb up, and investigate the deck. Bethany makes hand motions to indicate "Fight!". Then they disappear below deck. They eventually return to deck with an unconscious prisoner. That person is lowered by rope into the long boat, which is rowed back to the *Chainbreaker*.

The smell off the returning crew is the horrible flavor of rotting fish and ship's bilge. Bethany announces, "It was empty except for corpses. There were signs of conflict above and below deck. This guy was hiding in the bilge, screaming about shark men attacking! He got frisky so we knocked him out."

Wogan checks the unconscious man for shark bites. He finds none but notes that the man has the "shakes", which is a disease usually obtained from tainted water. Wogan casts *remove disease* on the man and orders everyone in the away party to bathe thoroughly. They ignore such perverted advice.

This arouses the captain's ire so the unconscious man and away team are washed liberally with buckets of sea water by the rest of the crew.

Sindawe looks into the setting sun to see a ship charging right at them.