

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 08/30/2020

### TODAY'S EPISODE: BETWEEN THE DEVIL AND THE DEEP BLUE SEA

Our heroes sailed the *Chainbreaker* from Port Shaw to find pirate king Garr Bloodbane's treasure, chase down Falken Drango, and kill were-sharks. With them is most of the regular crew and Irina, a hostage for Salty Dog gang boss Jimmy Sticks' good behavior. The trip so far has cost one crewman, Samuel, killed by a giant squid.

Our 8<sup>th</sup> level heroes are:

- ▲ Captain **Sindawe**, 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).

### *The Mission*

The *Chainbreaker* has been at sea for six days. Their missions this voyage are many and mostly involve leads related to pirate treasure and the were-sharks that have been plaguing the pirates since their arrival at Port Shaw:

- The lighthouse keeper on Beacon Island has not been heard from and the lighthouse has been dark for weeks now.
- A musical puzzle map they got from a bard's ghost in Port Shaw's sewers leading to Garr Bloodbane's treasure on or near Beacon Island.
- Falcon Drango lost his pirate ship, the *Nightslink*, near Beacon Island.
- One lunatic, Geoff McDougal, sole survivor from the cargo ship *The Good Day's Catch*, who swears weresharks from the *Nightslink* boarded his ship and killed his fellow crew. This

occurred near Beacon Island. He has been placed in the care of Father Galen at the local temple of Gozreh.

- Falken Drango borrowed our heroes' other ship, the *Encore*, which is a sturdy sloop crewed by members of the *Chainbreaker* crew: Big Mike, Claxton, Nemo, Melella, Arsonce, and Phamas Harcey.

### *Day 7 At Sea – Whirlpool!*

The seventh day features humidity, high winds, and waves. The ship bucks and heaves and makes very good time. Their hostage Irina retires to her cabin as she does not have sea legs. Toward evening the winds grow to gusting, ruining their preferred option of anchoring for the night. Wogan mans the wheel masterfully.

Eamon, on lookout, squints then yells, “Whirlpool dead ahead!”

Wogan waits patiently for Sindawe to relieve him at the wheel, then he runs forward while reciting the prayer for *lower water*. He grabs the railing at the ship's prow and verifies that the whirlpool is smaller by a third than what he can control. He casts his spell and finds that the pool's unnatural energy resists him.

Sindawe screams orders while heeling the ship over to avoid the whirlpool, but it moves with the ship. Panic sets in amongst the crew.

Wogan and Serpent run below to the Shory flying apparatus built into the ship. Serpent and Wogan feed it electricity and send the vessel flying into the air. The sails are not aligned correctly for the maneuver, so its nose rises faster than the stern. Cannon, equipment, and crew tumble toward the stern. The aft bow takes 8 points of damage and the aft mast takes 10. Sevgi narrowly avoids being thrown overboard as she clings to cargo netting. Lefty is brushed by a

rolling cannon (5pts). Bel is injured by electrical discharges from the Shory flying apparatus (10pts).

Serpent continues pumping electricity via *call lightning* into the apparatus. Wogan uses the *Staff of Rightful Rule* to help right the ship, which allows him to exert control over the apparatus and therefore speed, pitch and yaw.

Sindawe yells commands to reduce the sails. Crewmen do so rapidly by using axes to cut lines and drop sails to the deck. Wogan issues orders at key points to gawking crewmen. Arcing electricity discharges a murder gun's black powder into Lefty (3pts). The ship's nose levels out as violent winds rock it about. A broken line lets the ship's boat loose; it slides across the deck where it is stopped by Kutaamo's quick thinking. Tanned Hank falls down a hatch below decks.

Wogan takes the helm while Sindawe scans below for the pursuing whirlpool. He sees it far behind them, then returns to Wogan and says, "It's gone far behind us. Let's descend."

Wogan works on the Shory flying apparatus to lower the vessel back into the ocean. Serpent dashes about madly helping the crew; he saves Gareb from a long plunge into the ocean. Billy Breadbasket is burned by bacon grease. Said the cabin boy is pinned by a moving bed in one of the cabins. Dum-Dum is hit by sliding cargo (13pts). JJ the seamunculus is buried under rice sacks, where he is not suffocated because he doesn't breathe. However, his screams are muffled and no one finds him.

The ship descends, then plunges towards the water. Sindawe and Serpent manage to land the *Chainbreaker* with minimal impact. The vessel still hits hard; crewmen fall to their hands and knees, but no further hull damage is taken!

It takes precious minutes to get the crew reorganized, Wogan to heal the wounded, equipment to be stowed away, and so forth. Cannon are tied down where they landed. The winds

have diminished to not quite storm levels. Sindawe checks his charts and the stars to determine where they have landed.

Sindawe goes to the kitchen and yells at Billy Breadbasket, “Where’s my cup of coffee and bacon sandwich? Oh, you have been burned. Sorry. I’ll just take the coffee.”

Irina survived the storm, though she is still seasick.

### *Day 8 At Sea - The Lighthouse*

The next day brings a moderate wind. The morning is spent sailing slowly and repairing the aft mast (fully healed). Soon after the lookout shouts down from the sails, “I can see the lighthouse! Five points to starboard!”

Sindawe climbs the sails to see for himself. The Beacon Island lighthouse is dark and tall. It is visible long before vessels would be. The island comes into view next; it is small and covered with vegetation.

Serpent asks, “Why are we going to Beacon Island again? Is it haunted?”

A passing crewman replies, “Yes, it is haunted. Once when I was there <insert standard ghost story>.”

Wogan replies, “Were-sharks. We think the island or area is lousy with were-sharks.”

Rumors of ghost were-sharks run amok through the crew.

### *Yet Another Trap*

A foundered (upturned) small craft is spotted next. Three figures atop the wreckage wave frantically at the *Chainbreaker*. Shark fins circle the craft.

Sindawe and Wogan suspect a trap. They spill out silver coins to be used as shot in the murder guns. Someone responsible is ordered to load the guns.

The officers quietly pass among the crew and order that silver weapons be made ready: The crewmen from the *Araska* and freedmen, the longest serving crew, have silvered weapons from an earlier voyage. Wogan orders cannon loaded after the murder guns are seen to.

JJ cannot be located for underwater recon, so the ship is slowly sailed in.

Suddenly someone remembers we have a bard (skald) on board! Serpent grabs Marr Eiderson, an Ulfen skald, and has him review their musical clue map to Garr Bloodbane's treasure.

They consult their map quickly for landmarks near the island: Pirate's Nest, Pearl Mouth Shoals, and Fold's Point. The foundered ship is north of Fold's Point in 60' of water. No obstacles are known. The ship is sailed slowly to them with everyone alert.

Three people are on the foundered ship. Two large fins cut the water around them. At a range of 50 yards one foundered crewman's nerves break; he flings himself into the ocean and swims toward the *Chainbreaker*. The sharks change direction toward the swimming man. Mitabu shoots at one shark, but does not drive it off. Sindawe cheers the man on, while noticing that the foundered ship's vessel nameplate is the *Encore*. And that its crew are not known to him.

The *Encore* was a vessel that our heroes stole from Admiral Tame's base, in turn was commandeered by Falken Drango, and in turn was given temporarily to Falken Drango to search for his own vessel the *Night Slink*.

Wogan sails a bit closer while commanding someone to take soundings. Serpent uses the *fishhook of the hunter* to summon a fiendish crocodile. The swimmer seems alarmed at the addition of more predators in the water. But he continues swimming to the crocodile, grabs it, and holds on as it turns and swims back toward Serpent. The sharks attack the crocodile, tearing it to bloody bits quickly and efficiently.

## *The Other Shoe Drops*

Sindawe yells down in Aklo, “Wogan, get us out of here! This is a trap. That ship is the *Encore* but those are not our crewmen that left with Falken Drango.” He climbs down rapidly. He is alarmed to see a dark vessel gently sail out past the island, its sails then flip up and gather wind, and then round back toward them. He yells a warning about this too.

Serpent assists Wogan in getting *Chainbreaker* away from the area. Mitabu reloads his guns, while noting that the men aboard the foundered ship are gone and there are now five shark fins pursuing the ship. Serpent shoots the lead shark with arrows from his magic longbow.

Sindawe takes the helm so that Wogan can command the guns and/or cast spells. Wogan orders the aft guns loaded, the murder guns moved aft to target the sharks. And he warns the crew about the pursuing vessel.

A murder gun is aimed and fired but misses the pursuing shark. The ship clears the navigation hazards and enters open waters. The dark vessel gets closer. The murder gunners yell in alarm because the sharks have closed with the vessel, where they shift to were-shark form and clamber halfway up the sides.

Mitabu drops a grinding bear trap on a climbing were-shark’s head, who doesn’t seem impressed by the grinding but seems surprised by the shocking amount of damage dealt.

The dark vessel fires two chain shots at the *Chainbreaker’s* rigging. The vessels are at short range with the dark vessel at the advantage on crossing the T. Misses! Sindawe turns away and orders more sail; they pull away to medium range. He orders the crewmen with silver weapons aft to repel the were-sharks. Serpent runs aft and chops the nearest one (18pts) with his +3 magic axe. Wogan fires the aft guns, hitting once, and dealing 20 points of damage to the port side of their prow.

Razor-tooth Enforcers (aka the were-sharks) leap aboard and attack the crew. One attempts to pull Serpent into the water but fails. Serpent rages and chops it repeatedly (44 points). It collapses to the deck, reverting to a sunburnt sailor.

Another runs at Sindawe attacking with long sword and claw. Sindawe trips him while continuing to pilot, pivots and puts it on flat on its back. He orders the silver weapon armed pirates, "Stab it!" Pirates rush in, stabbing with silvered short swords (18 points). The creature stands up and bites Dum-Dum (a lot of damage).

A wereshark lunges at Mitabu who ducks under an attacking Razor-tooth Enforcer, feints, and runs it through with his +3 dagger (19 points). It connects with several attacks, forcing Mitabu to retreat using acrobatics.

Two more attack the aft mast (10 points). The murder gun wielding pirates fire on the Enforcers attacking the aft mast. The murder gun misfires and fouls. They deliver 9 more points of damage.

The dark vessel, now revealed to be Falken Drango's missing ship the *Nightslink*, fires its single chase gun. They hit the middle rigging section with chain shot; 17 points after hardness out of 50 total points. The *Chainbreaker* leaps ahead again, despite its wounds, moving them to long range.

### *Here Comes Captain Bloodscupper*

An evil form appears in the *Chainbreaker's* rigging. It is skeletal and has a scorpion's tail. He screams, "You are Captain Bloodscupper's bounty now!" Then he disappears. Serpent casts *faerie fire* on that location, followed by Wogan's *invisibility purge*, which reveals Captain Bloodscupper looming over Sindawe's position from the rigging.

Captain Bloodscupper makes an arcane gesture, creating a wall of ice between the aft and the helm, effectively separating Sindawe and the nearby pirates from Wogan and Serpent and pirates aft.

A Razor-tooth Enforcer drags Sindawe away from the ship's wheel using improved drag. Mitabu flanks with Sindawe, backstabbing for 26 points of damage. Sindawe finishes him with multiple hits from a silvered temple sword. The other Enforcer critically hits Tasty Mike (ripping out muscle tissue); 20 points to that pirate unit and loses one of 10 men. The rest are still game and hit him critically (31 points and tongue pierced). The Enforcer still stands and bites Gareb as more short swords slash his hide (19 points). The Enforcer is staggered.

Captain Bloodscupper attacks Sindawe from the rigging at range with his scorpion tail; misses. Mitabu throws a bomb at him, Bloodscupper catches it and takes no damage. Sindawe guzzles a potion and waits for Bloodscupper to attack with his tail.

Captain Bloodscupper obliges by attacking with a flaming cutlass, missing, and then misses with his tail. Sindawe is ready and climbs up the scorpion tail and lands next to Captain Bloodscupper in the rigging. Mitabu hits Bloodscupper with a tanglefoot bag (-4 on attacks, -2 on Dex, and half movement for 3 rounds). Mitabu tips his hat at Captain Bloodscupper just as the staggered Enforcer bites him from behind (12 points).

The Enforcers continue chopping and chewing at the aft mast taking it down to -31 points. This allows the *Nightlink* to close the range to medium range. A raging Serpent rushes into an enforcer, hitting twice (42 points). Wogan tries dispelling the ice wall, but it holds firm so he turns to urge the aft gunners to finish reloading. The enforcers stop attacking the mast and move to flank Serpent; sneak attacks deliver 16 and 17 points plus bleed.



Pirates descend from the rigging and come to Serpent's aid, allowing him to lop off one of its arms. Another stroke of his axe ends the Enforcer; it reverts to a human sailor but its were-shark arm remains unchanged.

### *Boarding Party*

An aft gunner screams, "Prepare to repel boarders!"

Wogan looks up to see that the *Nightslink* has closed with the *Chainbreaker's* aft. He orders the murder gunners to turn their guns on them, fire and hit for 29 points. He orders the pirates helping Serpent to help with the guns and repelling attackers.

He counts five were-sharks waiting to rope swing aboard the *Chainbreaker*. Each is distinct in its pirate dress and gear. He launches a fireball from the *Rain Tiger* at them dealing 21 points of them and the prow of the *Nightslink*.

Serpent chops at the remaining Enforcer (40 points). It is staggered.

Sindawe orders the pirates below him aft to repel boarders; they do so.

Captain Bloodscupper swings away with cutlass, dagger, and scorpion tail on Sindawe. The tail connects for 12 points and poison (failed save). Luckily, Sindawe drank a *slow poison* potion earlier. Mitabu climbs the rigging to join the fight, taking a scorpion tail hit in the process. Also luckily, Mitabu has a *periapt of proof against poison*. They team up on Captain Bloodscupper. Sindawe lands a critical blow, crushing his arm (3 points of strength damage, useless until healed). Captain Bloodscupper's flaming cutlass and arm fall to the deck below. Mitabu and Serpent realize they are facing a demon or devil.

Captain Bloodscupper withdraws by flying to the crow's nest 60' above the ship's deck. Mitabu hides in the rigging. Sindawe shrugs and climbs the rigging quickly, joining Captain Bloodscupper in the crow's nest. He ducks a poorly aimed swing from Captain Bloodscupper.

The Enforcers swing from the *Nightlink* to the *Chainbreaker*. Blaine Grape Newbury bites a guy, No Knees Nelson misses Wogan, and Crane Safe Choice lands and rushes Serpent (but misses).

Serpent is flanked again by his attackers taking another 15 points, then he chops the last Enforcer from the original boarders. Pirates, some with silver weapons, hack and slash at the boarders (15 points). Three of the Enforcers pound away at the lightly armored pirates around them, dropping two pirates: Clubbreaker Cordell and Dario.

Wogan steps back while *channeling positive energy* to heal his crew (15 points). Serpent shouts, "Thank you!" in between snarls of rage. No-Knees Nelson pursues Wogan but fails to connect. Wogan heals his comrades again with *channel energy* (16 points).

Swarming pirates deal another 17 points to the Enforcers. More pirates with silver weapons are about reach the battle.

Captain Bloodscupper lunges at Sindawe in the crow's nest, no longer entangled. He bites, claws and stings at Sindawe but fails to connect. Then he disappears as he is outside Wogan's *invisibility purge*. Mitabu sets an electricity trap on Captain Bloodscupper's arm and cutlass. Sindawe successfully grapples Captain Bloodscupper, whispering, "The church has planned well for your end!" Captain Bloodscupper grapples back and deliberately falls out of the crow's nest with Sindawe in his grasp.

Enforcers critically bite Feissian Hareskinner into shreds. The silvered weapons of the pirates take down one of the were-shark boarders. Serpent chops were-shark Devil's Grin

Middleton into “badly wounded” (40 points). Wogan heals his comrades again (17 points); Dario regains consciousness.

Sindawe and Captain Bloodscupper slam to the deck (20 points). And Bloodscupper is back in the *invisibility purge* zone. Mitabu scuttles in for a backstab but misses. Sindawe continues grappling while punching away (45 points from three blows). Mitabu succumbs to the devil’s *fear* aura; he is shaken yet manages to backstab Bloodscupper (21 points). Sindawe wiggles away from Bloodscupper’s many attacks. They mostly avoid Bloodscupper’s physical attacks while dinging him lightly each turn.

Enforcers bite and slash crewmen, dropping Tiberiu and injuring Wogan (7 points). The crew drop a were-shark to badly wounded. Serpent chops his solo opponent with his +3 axe.

An enforcer gets tangled in the rigging while his buddy takes out Karomander, an ex-slave and fine craftsman. The pirates fail to injury anyone. Serpent gets slashed once by another enforcer, before cutting that one down. Wogan takes 5 points from a were-shark claw.

Wogan channels positive energy again (13 points) which brings Karomander back into the fight. The Enforcer hounding him injures him several times. Three enforcers remain until the pirate crew end another with silvered weapons. Their claws wound many; Gunner’s mate Stoke is rendered unconscious. Serpent steps to another enforcer cutting him twice (40 points). The pirates hack Greybeard the Enforcer into bits.

Captain Bloodscupper teleports 10’ away from Sindawe and ends standing next to his severed arm. He grabs it up and gets shocked by Mitabu’s trap. Then he disappears again.

Wogan backs away and yells, “I’m a priest of Gozreh! LEAVE ME ALONE!”

His pursuer replies, “The Dalang wants his doodad back! Port Shaw will regret the Night of the Shark!”

Wogan mutters, "Your breath is terrible!" Then he shouts, "They are working with Dongal! Do we know a Dongal?"

Sindawe shouts back, "Nope. Never heard of him." He attempts to grapple Captain Bloodscupper but misses. Mitabu piles onto the now visible Bloodscupper but misses too. Captain Bloodscupper cuts at them with his flaming cutlass; he hurts Mitabu. Sindawe manages to grapple the devil this time!

Serpent attacks the last enforcer who's threatening Wogan, dealing 40 points of damage. Wogan attacks from the other side with his magic mace. The enforcer grabs Wogan and falls overboard with the cleric in tow. Serpent follows them overboard, noting that the enforcer doesn't have a swim speed while in hybrid form. The crew rush to the railing, wailing, "Nooo! Wogan!!!" One pirate screams, "I was getting your name tattooed across my back!"

Serpent swims to the struggling enforcer and Wogan, hits once with his ax (-2 to hit, 1/2 damage underwater with swinging weapon). The enforcer dies from an axe to the head. Wogan swims back to the ship.

The crew cheers, "Wogan's back! They only took Serpent!"

They throw lines to Wogan and Serpent. Serpent gives himself a swim speed with his *snake totem* powers, then grabs Wogan and swims past the ice wall on the ship's deck, then climbs the hull while lugging Wogan. They make it half-way up the side!

Some crew swing over to the *Nightslink*, yelling, "Prize!"

Captain Bloodscupper manages to bite Sindawe on the face (12 points); the monk lightly taps him on the jaw (16 points). He and Mitabu struggle to hit and injure the devil. They keep chipping away. Captain Bloodscupper teleports away again to the *Chainbreaker's* prow, fondles the mermaid figure there then disappears.

Sindawe stands up and starts yelling orders.

Serpent climbs over the rail with Wogan, whose *invisibility purge* reveals Captain Bloodscupper flying at Mitabu. Wogan shoots him with a silver bullet (14 points). Mitabu uses the moment to drop below deck. Bloodscupper alters course to sting Sindawe with his bony scorpion tail (10 points and poisoned again). Sindawe attempts another grapple but misses. Serpent, no longer able to rage, walks to the melee quickly.

Wogan shoots the devil a second time. Sindawe's flurry of blows takes Captain Bloodscupper to zero hit points. Captain Bloodscupper collapses into a pile of bones that then rise and fly back to the *Nightslink*. Sindawe tries and misses snatching at the flaming cutlass.

Dismayed cries come from the pirates over on the other ship. Wogan, Serpent, and Sindawe cross to the *Nightslink*. The crew already there point at a chest, "The flying bones went in there!" The chest with rusted shut latch held fast by a single pin.

Pirates still down and of indeterminate disposition after being chopped down by weresharks:

- Tasty Mike
- Stoke
- Dum-dum
- Clubbreaker Cordell
- Feissian Hareskinner
- Tiberiu

Wogan surveys the injured pirates. Six men and women lay on the deck, possibly dead forever.