

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 12/20/2020

### TODAY'S EPISODE: THE CRIMSON SHARK

Our heroes sailed the *Chainbreaker* from Port Shaw to find Garr Bloodbane's treasure, chase down Falken Drango, and kill were-sharks. They succeeded in the last two while pursuit of the treasure led them to Jacob Razor's ghost and his sunken vessel, *Razor's Edge*. Jacob the ghost reveals that he is bound by blood debt to Old Makana (that started in life), was slain by Gregory Boneduce, and will tell our heroes the location of Garr Bloodbane's treasure if he is freed from the blood debt.

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).

### *Loas and Logistics*

Our heroes, Wogan, Serpent, and Sindawe believe they have to return to Port Shaw to stop the Night of the Shark, which is the holy day for the followers of Dajobas. The holy part is eating people, sowing chaos, and destroying an artifact or two that will allow Dajobas to rejoin this plane of existence. It will occur in two days at the full moon.

But they are at Beacon Island which is six days away by sail even under the best conditions from Port Shaw. The only option to return in time seems to be the juju spirit dimension which our heroes have sailed once before to move more rapidly than possible in their world.

Sindawe uses rum, cigars, and heat to summon his loa lover, water goddess Mama Watanna, while Wogan and Serpent attempt to get rid of a magic chest that might

summon/control bone devils. The chest does not sink when bound in chains then thrown overboard. It is retrieved and stowed in the treasure room.

Sindawe's summoning needs a vessel, so he asks Irina, their hostage and girlfriend to a Port Shaw gangster, to his cabin for drinks and smokes. Irina asks about his plans for her boyfriend, Sticks. Sindawe answers that truthfully and keeps the real reason for her presence from his body language. They talk, drink and smoke. Talk includes Port Shaw's high society: ruling council, rich merchants and the original colonist families.

He invites her to spit rum across his shrine for good luck. Irina is not suspicious; she does so laughing. But when she turns, she is possessed by Mama Watanna. Sindawe rushes through an explanation of the danger, their need, and begs her help. Mama nods then explains that such is beyond her alone. They need another wendo loa, Kindo Kane's, help. He'll want something in return.

Mama Watanna offers to summon him; Sindawe agrees. Sindawe orders his cabin boy Said to get more rum and tobacco, plus candy and toys. The cabin boy runs to fill the order, returning quickly. Momma takes a mirror laying the items around it. She hands him a necklace of chicken claws; he dons the necklace.

On deck, the crew notice the ship is giving off a light glow.

Sindawe's foot sticks to the deck, then his arms and legs contort painfully. It really hurts (1 Dex damage). Sindawe can see Kindo Kane in the mirror instead of Sindawe. Kindo takes a full minute to fill his pipe and light it. Sindawe explains his need to travel the spirit realm again. Kindo asks, "What you offer me?" Sindawe explains that Jacob Razor is unable to cross into the spirit realm and would make a good servant. Kindo thinks it swell idea. "Get Jacob's blood debt and he'll work for me for 99 years. I'll be nice and kind to him." Sindawe agrees but asks that Jacob

get two days off a year to visit his wife. Kindo counters with, “Yes, but then I get to walk the earth in your body on those two days a year.”

They agree.

Kindo nods and says, “At daybreak the ship will cross into the spirit realm then sail to where the moon meets the sea.” He disappears and the pain leaves Sindawe’s body.

Sindawe and Watanna lie together. She fades away sated, leaving an unconscious Irina sometime in the wee hours. He and Said carry her back to her cabin.

Sindawe wakes Wogan up and drags him to see Serpent where he gives the news about his deal with Kindo. The three discuss the meaning of this deal while scanning the rainy darkness.

Sindawe sees a hint of something in the distant night. He orders a crewman to bring the aasimar Flavia up on the deck then explains to Serpent and Wogan, “There’s something out there!”

Flavia appears without her husband, Gareb, in tow. Sindawe orders her to watch the darkness “out there” with her night vision. Orders are given to quietly wake the crew up and get the ship ready to sail (and fight).

### *Ships and Spirits*

Many minutes pass, then Flavia yells out, “Ship! And coming this way!” Sindawe and Serpent see it too. It is a ship with a black sail that has a red shark on it. The *Chainbreaker’s* bells and whistles are used to raise the alarm. Dawn is almost here and the enemy ship becomes distantly visible through the grey haze.

The ship, featuring a black sail with a red shark design on it, gets the jump on them. A frigid wind whips the *Chainbreaker* followed by hail stones (9 bludgeoning and 5 cold damage). Flavia’s aasimar heritage protects her from the cold.

Sindawe at Serpent's suggestion orders, "Let's get the ship underway!" Serpent estimates it's only eight rounds till daybreak! Surely they can evade this other ship for that amount of time.

With practiced ease the crew executes this order, including cutting the anchor free (their last, as they cut their main anchor free to avoid a rogue wave previously). The *Chainbreaker* begins to move.

The *Crimson Shark* gets closer. It is a ship of 90' in length and a single mast in a gaff cutter rig with six cannon (3 to a side).

Wogan orders crew to load chain shot, uses a *healing burst*, and looks at the darkness to spot the enemy vessel. The crew above deck is hampered by sleet.

The *Chainbreaker* gets up to speed (1 knot) and sails away from the *Crimson Shark*. The *Shark* closes to medium range and crosses the T with the *Chainbreaker*. A 12-pound cannon ball strikes the foremost portion of the *Chainbreaker's* bow (38pts, broken (under half hit points)). A *fireball* hits the deck, enveloping Serpent, Sindawe, and one of the pirate units (38 points). Several pirates die. Sindawe attempts and fails to line up his ship to fire cannon back.

Wogan orders the crew to make repairs.

The *Chainbreaker* runs from the *Crimson Shark*, but is not up to speed yet and the *Crimson Shark* closes to short distance. Her captain crosses the T with her starboard guns, hitting twice: mid mast (4 points) and aft port side (38pts, broken). A glowing ball of fire appears on deck and rolls up to the fore mast and starts charring it (5pts, plus 12 pts from an earlier). Serpent frantically tries to help widen the gap and keeps them from getting any closer. Someone attacks Sindawe with psionics. Wogan orders another repair (15 points back to the aft hull). Another pirate falls.

The *Chainbreaker* reaches 3 knots (+12), minus 4 from the *sleet storm* spell, for an overall +8. Sindawe loses the speed check to the enemy captain whose ship moves to close range. The *Crimson*

*Shark's* features remind several of the elvish ships they have encountered in previous years. Its prow is clad in copper. They rake the *Chainbreaker's* crew with murder gun fire – several more pirates fall. A *lightning bolt* slides across the deck striking Sindawe – another pirate falls and Sindawe's agility and *ring of electricity resistance* save him from any damage.

They can now make out the enemy captain, a fearsome looking elven or half-elven woman.



*Figure 1: The Stormdaughter*

They have heard of the Stormdaughter, the captain of the *Crimson Shark*, whose reputation precedes her all the way back to Riddleport – in fact, bosun Tommy Blacktoes was *geased* by the pirate Black Dog's ghost to find and kill her – “Rape her to death on my grave!” was the exact phrase used.

They can also make out a sorceress in a half white and half black mask and a man in a dark overcoat who seem to be targeting them with magical effects.

The *Chainbreaker* is unable to return cannon fire due to the *Shark's* maneuverability. Wogan orders murder guns fired. “Target that sorceress in the mask!” One gun hits her (7pts).

Round 5 begins and both ships are at 4 knots of speed, as fast as they can go before the light winds! The range moves from close to short as the *Chainbreaker* puts on speed. The *Crimson Shark* tries for another broadside, but *Chainbreaker* dances away. The *flaming sphere* burns the foremast (1 point short of broken). Another *fireball* hits the murder gun crews – another pirate falls. The *Chainbreaker* uses “widen the gap” to move from short to medium range. The *Crimson Shark* speeds up to 5 knots. “No fair!” cries Wogan. “How come their ship is faster than ours!?”

In the sixth round, the *Crimson Shark* closes back to short distance and fires a broadside into the *Chainbreaker*. A cannonball strikes the aft mast, doing no damage. Another ball takes the aft hull to -59 points (and -4 on seamanship checks). Foremast is on fire. An *acid arrow* flies across the deck hitting nothing. Crewmen are ordered to extinguish the fire; they fail. More crewmen are ordered to repair the aft hull section (repair 15 points, still “broken” at -44).

The *Chainbreaker* continues running, making the distance medium range. The murder gun crews reload with grape.

Round seven. The *Crimson Shark* returns the distance to short but does not manage to maneuver into position for a broadside. The *flaming sphere* burning on the *Chainbreaker's* deck erupts into a geyser of glittering flame in a hemispherical burst of 60'. Another pirate dies. Serpent and 5 crew are blinded.

The sailing portion of the crew is nearly done for. The cannon team is pulled up to help sail. The murder guns are fired at *Crimson Shark* crew (20pts). The last *Chainbreaker* crew unit tries to repair the foremast. The *Chainbreaker* moves to medium distance again.

The long awaited eighth round arrives. Serpent feels his way to Captain Sindawe and drinks the *remove blindness* potion handed to him. The *Chainbreaker* puts on speed despite its many wounds, putting the *Crimson Shark* to long range. The *Crimson Shark* puts on more sail and increased their speed to 6 knots, despite the wind only supplying 4 knots to the *Chainbreaker*. They close the distance back to medium range. And their sorceress shoots another *fireball* that kills a few more crewmen.

And finally the sun rises.

As the first blush of the sun breaches the horizon, there is a green flash and the *Chainbreaker* wrenches to the side as if capsizing. It rolls 180 degrees and is now sailing under the ocean. A red moon shines in the distance. The shadows of distant sharks are visible in the dark waters. Bleeding crewmen cry out all over the ship as their tattered sails and battered hull limp through the ocean of the spirit realm.