

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 01/03/2021

### TODAY'S EPISODE: THE SPIRIT SEA LANE

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, and have a ghostly promise from the deceased Jacob Razor to reveal the treasure's location, a promise to free said ghost from its blood debt to a Mwangi witch. But the Night of the Shark will happen in Port Shaw in a matter of days. Our heroes look at their alternatives to make the six day trip back to Port Shaw in just two days... the only way is entering the juju spirit world which requires a promise to the loa Kindo Kane (aka Grandpa Waiting at the Gate). The wounded *Chainbreaker* barely makes it into the spirit world at dawn with the attacking *Crimson Shark* pounding them with cannon fire and spells.

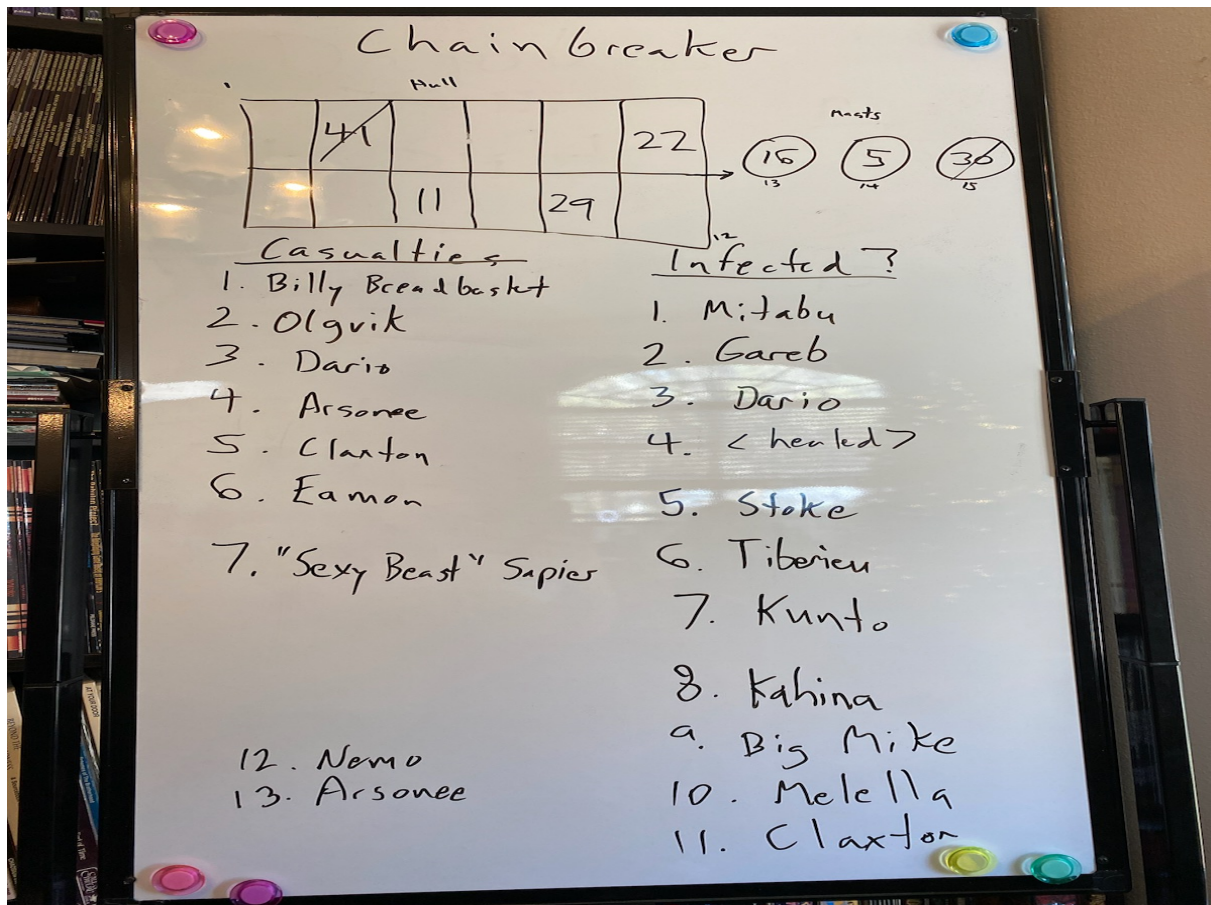
Our 8<sup>th</sup> level heroes are:

- ♣ 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).

### *Healing the Wounded and Infected*

*The Chainbreaker* is sailing upside down, floating on the underside of the sea's surface, in the spirit realm. *The Crimson Shark* was not close enough to enter the realm with them, so for the time being the *Chainbreaker* is safe. The ship's mission is to sail *the Chainbreaker* back 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. The ship will exit the spirit realm by sailing to where the moon meets the sea.

But most of that doesn't matter right now. There are many wounded on the deck. There is a realization today that the session summary and all other notes fall short on showing who in the crew may or may not still be were-shark infected for well several reasons. The GM decides to have the players re-roll their cure attempts and one player even spends a fate point to guarantee greater success on this endeavor. This photo shows the infected pirates, the ship's damage, and of course the pirates with possibly mortal wounds for last sessions sea battle between *the Chainbreaker* and *the Crimson Shark*.



Wogan and Serpent use their healing skills and magic to save as many of the mortally wounded as possible. They save four crewmen, but unfortunately Arsonnee (Nidalese fisherwoman), Eamon (pirate formerly of the Wandering Dagger), and Claxton (expert from the Sun Temple Colony) shuffle off their mortal coil. This leaves the ship with 32 crew and 2 passengers – just three units of crew, down from their accustomed six.

The crew are ordered to sail toward the moon, wrap the dead in sails and stow them in the freezer, and repair the ship. Wogan and Serpent learn a new day's worth of spells since it is dawn. These spells are quickly plied toward curing the infected. Once it's all over, the only remaining pirates still infected with the Kiss of Dajobas are Nemo, Dario, Stoke, and Big Mike. Two units of pirates are put on damage control and the last unit is put on sailing the ship.

Repairs - Our heroes looted a golden *needle of mending* from the City of Gold. And *mending* won't work on ships. *Make whole* does though, 1d6/level. The gm modified that magic needle to a golden needle of mending (CL3) (mending 1/hr, make whole 1/day, which can be used for a 3d6 ship repair each day). Damage repair crews can repair 1d8+members points of damage to fresh damage in naval combat, but only once per fight. After that, a day of repairs fix another 1d8+members points of damage and uses 10 gp/hp of supplies.. At sea you can only repair hull hit points equal to half the hit points of that hull section; dry dock or beaching is required for full repair.

- Hull – 12 sections with hardness 5, hp 60
  - 2 is down 41 points – repaired by two damage repair crews for
  - 6 is down 22 points
  - 9 is down 11 points
  - 11 is down 29 points

- Masts – hardness 5, hp 50
  - Aft is down 16 points
  - Middle is down 5 points
  - Fore is down 30 points – repaired for 13 points using the golden needle of mending.

### *Sailing the Spirit Seas*

Impossibly large sharks pursue the ship's blood trails. A larger model shark with a eel-man rider is spotted by the ship's lookout, Said. Sindawe orders more sail after the foremast is repaired, hoping to outrun the pursuit. Wogan uses a *fan feather token* to fill the sails above and beyond the light winds currently available; the ship hits its max speed of 8 knots.



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The eel-man's steed falls back for a while then pours on the speed. Wogan orders a crew unit to man the aft guns; they fire grapeshot at the pursuers. The eel-man casts *hypnotism* or some such spell that makes dancing motes of light that lure people to their doom. Six crewmen are hypnotized and throw themselves overboard to reach the spell's lights. Serpent tries to restrain a crewman from jumping overboard but is rebuffed. Sindawe hands control of the vessel to a crewman and heads aft where he jumps overboard to fight the eel-man. The ship's speed drops drastically as the crewman with the *fan feather token* jumps overboard also.

The impossibly large shark attacks Sindawe who pounds it with a flurry of blows. Serpent also dives in, swims to that melee and chops up the shark too. The pair end the shark

while the eel-man harries Serpent. Wogan and other crewman throw ropes to the crew in the water.

Serpent and Sindawe gang up on the eel-man with adamantine rapier and electrified siangham. The eel-man withdraws after taking many small wounds. The wall of smaller sharks arrives to eat on the dying shark. The pirates climb out of the water as the ship picks up speed again.



The moon is surrounded by red clouds of volcanic ash and to port at some distance is large volcano where reclines Pele. She throws volcanic plasma at the many sharks in the area. And she seems uninterested in the Chainbreaker, whose crew sails vigorously to avoid streams of volcanic steam! The crew is burned by ash and super heated water.

Wogan (spending a fate point) yells to Pele, “Oh mighty Pele! Hear my plea – we sail to fight Dajobas and the Night of the Shark! Bless our venture!” Pele hears them at a level beyond sound. Her gaze turns to the ship where the heat and flame is greatly reduced. They obtain the blessing of Pele!



The ship approaches where the great red moon touches the ocean! Great masses of sharks nibble at the moon's edges touching the water, where it leaks blood. A figure stands above the water, its body made of shark's maws and teeth. A very large shark whose body is made of outward facing teeth leaks sea water. The *Chainbreaker* is pointed at the moon under full sail. Numerous sharks bounce off the hull. They pass through the moon and out of the spirit world.

### *Night of the Shark*

The *Chainbreaker* surfaces in Port Shaw's harbor. The shock of hitting the water drives many to their knees. The Dragoon's big 24-gun vessel is missing from the fort. The sun is just beginning to set. Experienced sailors all, they realize that they have eight minutes until the moon is up and the Night of the Shark begins. Possible activities:



- Warn the Dragoons
- Get Samaritha and the children
- Warn Zalen the priest
- Go to the hidden Mwangi shaman and tribesmen who have the scrimshaw artifact
- Go to the brothel (their place of business)
- Many more

The pirates plan frantically as the ship careens towards the docks. Serpent will go to Samaritha and take his household to the Mwangi shaman, Wogan will go with a unit of pirates to Zalen and then to the Mwangi shaman, one squad will be left on the ship for its defense, and another squad will be dispatched to warn the brothel. The infected (Big Mike, Stoke, Nemo, and Dario) will accompany Sindawe directly to the Mwangi shaman. That latter group hopes to secure a cure from the Mwangi shaman.

The ship is docked in about a minute. The four parties depart noticing that all is not right as they head into the city. Dragoon whistles sound in the distance. Body parts lie in the streets, parts severed by shark bites.

### *Serpent Goes Home*

Serpent nears the Jorensen household when he sees a quarter squad of razor-tooth enforcers (in hybrid form) crossing a street exiting a building. He steps back to hide and wait. They are drenched in blood and carrying severed limbs which are thrown about after a good gnawing. They stop to toss a turned over wagon to reveal orphans and chase after them for a snack. The patron of Port Shaw's orphans, Jalia Ramires, dashes out from the deepening shadows to rescue the children. She stabs one enforcer in the back. Serpent, against his better judgement,



rushes to her aid until a child runs past and he waylays the pursuing enforcer (45pts). Jalia is partially disemboweled by her opponent (critical hit), so she withdraws after delivering a stunning fist. The third enforcer eats an orphan. Serpent continues chopping at his opponent with his trusty battleaxe.

Hatshepsut witnesses the chaotic fight from a balcony in her patron's house. She confirms that the attackers are shark men not snake men. She rushes inside to gather her patron and the children to flee or fight. Samaritha, upon hearing her husband is fighting for his life on the street outside with a strange woman at his side, rushes outside to cast spells. She casts *scorching ray* and hits several sharkmen! One drops. Hatshepsut rushes outside to help. The children run to the panic room (a secret room at the back of the pantry).

Jalia stuns one with a flurry of blows, then backs up to poison some darts. Hatshepsut attacks another enforcer, striking several times and bleeding the monster. Samaritha's *magic missiles* help speed that one onto death. Serpent takes a running swing at the stunned enforcer, who takes the cut and recovers its senses. The pair exchange blows until poison coating darts and the magic battleax cuts it down.

Jalia demands to accompany them out of the city with her surviving orphans (two). Serpent and Samaritha agree. The group rushes through the Silk district and then heads toward the plantations.

The session ends here and will pick up with Wogan leading a pirate squad to rescue Father Zalen and his dependents at the church of Gozreh.