

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 08/01/2021

TODAY'S EPISODE: A BRAND NEW DAY

Our heroes of the *Chainbreaker* spent last chapter maneuvering into position to kidnap Dragoon Sorcerer Supreme, Aeron Chambers. The attempt failed and with a roused Fort Stormshield and Aeron Chambers, our heroes decided to flee into the night.

Our 9th 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).

Operation Kidnap Sorcerer's Fallout

Our heroes fly from Fort Stormshield to Port Shaw in the dark of the night. They decide to land in an alley near a dockside bar where down-on-his-luck wizard Xander Brim is running an illusion of them playing poker to cover their kidnapping attempt early tonight.

They lick their wounds with healing magic, then discuss what to do next.

Falken Drango says, "I'll hide out at the Lavender Feather."

Sindawe replies, "I wouldn't, that place is burned. Aeron the Sorcerer is going to arrest and torture anyone and everyone remotely capable of attacking the fort tonight."

Samaritha decides to stay at their house in Port Shaw, explaining that she got involved in planning late and has kept a low profile. Plus, she can hide out with their Mwangi allies if her house is compromised.

Drango adds, "The dragoons will roust everyone they suspect but they are short on imagination and will probably just pick on their favorite targets."

Serpent replies, “Well, we have been preparing to leave town so it’s not suspicious that we leave immediately. And it would be a good idea, just in case, to leave.”

They rifle through their takings from Aeron’s tower and find:

incense of mediation, nice writing pen, sketches of a cyphergate (not the one from Riddleport but similar), arcane information, charcoal drawings of sucker tentacles (up close), sketches of elven architecture similar to the Hot Springs Isle style, and a note in common stating:

“Our new friend has shown us the route to enough power to rule the entire Mwangi coast and maybe beyond! The new ruling class must be selected from only the best, the purest, richest, and most powerful of Port Shaw. Those who will not join will be replaced! Our Ring of the Kraken will be the new nobility to reckon with, the glories of the Taldans and Chelaxians will be dim compared to what we will accomplish! When we rule the seas, our Mwangi slave armies will be unstoppable. All our effort must now be directed at accomplishing the work.”

Our heroes assume the notes and sketches were written by Aeron Chambers. And he is a member of the Ring of the Kraken. Serpent points out he probably ordered the *Albatross* to Hot Springs Island.

Serpent asks Samaritha, “Can you find something else written by Aeron Chambers, compare to these notes? I want to know that these notes are his.”

Samaritha nods agreement.

Sindawe asks Samaritha, “since you are staying behind can you keep an eye out for Jacinth Deepwarder? She might be arriving soon. Keep her safe.”

Serpent and Samaritha discuss magic communication:

- *animal messenger* – Serpent can use this to send messages to Samaritha. Or better a prearranged location in case the house is burned. Check for drops every 2-3 days.

- *message* – Samaritha can manage a six mile range. She can pick up the message drops and then know where and when to communicate back with Serpent.

Samaritha takes charge of the arcane information and sketches, promising to research them. She flies out of the alley.

Drango states, “I will get my guys and retrieve the cargo we hid in the sewers. It has to be sold at sea anyway.”

Time to Go

Wogan and Serpent leave for the ship, where Wogan has the Blue Peter flag run up the mast, signaling “We are Leaving!” Serpent, the ship’s quartermaster, checks stocks and makes last minute purchases and reorganizations.

Sindawe leaves for the Lavender Feather to let the crew know the ship is leaving first thing. He arrives there and spots Big Mike in a watchman’s perch at the closed down hat store across the street. Sindawe decides to approach him first quietly. He tells Big Mike, “We are leaving as soon as possible this morning. There’s loot to be had for those that go. We are not waiting for stragglers. Go tell the others; I will keep watch here.”

Sindawe watches Big Mike depart the store from the watchman’s perch. Mike crosses the street and down the alley, where a shadow falls in behind him. The shadow is a giant hound that breathes flames on Big Mike. Sindawe bursts through the window to land a drop kick on the hound (15pts, stunning fist does not work). Big Mike draws short swords and slashes at the hound. The monk follows the hound’s bite with a flurry of blows. The hound disappears in a shower of sulfur ashes.

Sindawe tells Big Mike, “Get inside and pass the word.” He does so as Sindawe runs into the night.

Between dark early morning toward dawn, the *Chainbreaker's* crew drifts in. Just before dawn Drango and his crew show up with the stolen cargo, which is put away quickly below decks.

Some of the crew employed at the Lavender Feather are staying at there to keep it secure, while Tommy Blacktoes comes with the crew.

Everyone reports extra dragoon patrols on the docks and the poor sections of the city.

The ship sails with 31 crew, plus our three heroes. Port Shaw has taken the rest, in particular Tasty Mike the 2nd mate, Volcatia the assimar, JJ the seamunculus, and Olgvik the great ax carrying ulfen are missing.

Meet the Nightslink

The *Chainbreaker* sails out of the Port Shaw harbor and into Kai's Bay, where they meet the *Nightslink* in several days in the Koa Islands. The officers decide to sail day and night after traveling 32 miles the first day. Sindawe wants as far away from Port Shaw as possible.

Serpent takes the 10-2 shift with Melella, Rucia, one of Drango's hires and four more crewmen. Melella is hit by something that jumps or flies over the ship's rail, knocking her down. She screams. Serpent seizes his ax up and rushes to her aid!

Shifting lights show the attacker to be an octopus with a goblin type head atop it. A second leaps over the rail and lashes at Serpent who dispatches it with one swing. One more slides after Rucia. Rucia and Melella are aided by several of Drango's hires; billhooks, belaying pins, and knives hurt the monsters. Serpent's ax ends a second goblin octopus. The last one dies from many wounds, compounded by Serpent's ax.

Mellela shudders and drops, suffering PTSD from her previous tenatacle-rape. Rucia soothes her.

Sindawe emerges from his chambers long enough to check on the situation. He returns to bed after stopping at Wogan's door, pounding on it until Wogan wakes up, and yells, "Situation is under control. Go back to bed!" Wogan mutters profanity, then turns over.

Sindawe comes back a minute later, pounds on Wogan's door, then yells, "Mellela's upset. Emotionally." Wogan goes up top. He comforts her through terrifying memories of Monster Island's neanderthal fish-men attacks and their unwanted attentions.

The rest of the night is uneventful and the morning begins with a red sky. The *Chainbreaker* is about a dozen miles from the link up and there's a big storm heading toward the Koa Islands too. The recommendation is to head into the islands, where the storm's impact is limited. The winds are strong, just barely favorable winds.

The hurricane is moving fast to and over the Koa Islands, while the ship charges toward the islands from the other sides. Orders are issued: one crew to batten and the other two to sail (one crew unit is required; the extra crew unit provides a modest bonus). Our heroes sail heartily and true – they might beat the storm. Sindawe and Drango pick a safe haven, safe from the storm and low civilization presence, to aim at for the second leg of the dash.

The *Chainbreaker* makes a reasonable sheltered cove on the lee side of an island as the tropical storm rolls in. The ship suffers some cosmetic damage. The crew rushes around to continue to batten down, take down the sails, etc. Sindawe watches the coastline with his spyglass while Wogan wanders the deck nude screaming, "Gozreh!" Tommy lashes the crew out into the storm to continue various duties.

Around noon the rain begins to abate and the wind stops rocking the ship!

During the bumpy portion of the waiting, Serpent bumps into Marr Eiderson. They exchange greetings in Ulfen.

Marr looks around, determines no one else is around, then asks, “You have been trying to determine if you are related to White Estrid. Yeah?”

Serpent, “I had asked you that, but you dodged the question.”

Marr, “Do you remember your birth? Your childhood? Do you think blood is thicker than water?”

Serpent, “What strange questions. Yes, I remember a bit of both. But I always assumed I was related to one of the White Witches, not Estrid.”

Marr says ominously, “You never know how fate will test you.”

Meet the Nightslink

The crew is ordered to prepare the ship for departure. The crew seize up crossbows to shoot at five baboons drifting by on a tree trunk. Everyone hates baboons.

They sail to their rendezvous point with the *Nightslink*. That vessel is already there with the masts retracted but not down. They wave a semaphore at the *Chainbreaker*. Orgon, the acting captain, has an arm in a sling. His crew is there too, waving heartily.

Orgon and Slasher Jim come across. Orgon reports that, “Sevgi and Ori were foraging when the storm hit. They haven’t come back.”

Sindawe, Wogan, and Drango return with them to the *Nightslink* where Drango, with permission, asks the crew, “Who will stay aboard and sail with me!”

Fazzio (ex-slaver), Kuutamo (tengu), and Slasher Jim (serial killer, good in fight) decide to go with Drango. Bel and Pirro want to find Sevgi to see what she decides.

Orgon, Hovax, Blacktop Bill, Ori, and Aelia decide to stay.

Wogan heals Orgon's broken arm.

An away party is launched that includes Serpent, Wogan, and Sindawe. Bel and Pirro demand to come along with them. Sindawe initially refuses until Wogan says, "But they are friends of the missing." Sindawe replies in Aklo, "Clever, Wogan. They are slow, so fast monsters will catch them first."

Serpent takes Saluthra. A normal load out of crew rows the ship's boat to shore for them. The shore is rocky, requiring rope and grapple hook to achieve purchase for climbing ashore. The five men and a snake climb ashore.

They climb up to a plateau of verdant koa trees. Serpent uses scent and tracking to locate the missing Sevgi's trail.

Serpent asks, "Should we shout for them?"

Sindawe replies, "What about monsters? Aquatic gnolls?"

Wogan sighs, "Serpent, do you see any signs of monsters?"

Serpent looks around a bit, "A giant turtle, maybe sixteen feet, was washed ashore by the storm then dragged itself back to sea. I don't think it ate anyone."

Serpent to Pirro and Bel, "Do you guys have some sort of secret slave only method of contacting each other? Like a special bird call?"

Pirro and Bel stare a bit before answering in the negative. They are teased by Sindawe and Wogan for not having such a thing.

Serpent leads the silent column of men further into the trees.

They come across a mermaid flopping around on the forest floor, apparently washed there by the storm.

Wogan says, "That's not a mermaid... hahaha, just joking. That's not a manatee. Do they eat sailors?"

Serpent replies, "I don't know if they eat sailors or not."

Sindawe approaches the woman slowly, speaking softly. He gets the sense something is off, which goes with his initial read of, "Yeah, this is a trap."

The image of the mermaid begins to blur to reveal the frozen forms of Sevgi and Ori. Wogan and Serpent see what is probably an aquatic beholder stuck in a tree overhead, tossed there by the storm. It blasts away with *bold person* and stun cones.

Serpent is held fast. Wogan blasts away at it with gunfire (12pts). Sindawe is unable to see the beast, so he grabs up Ori and drags him out of the clearing. Pirro helps. Bel grabs up Sevgi.

Serpent is held fast still. The eye of the deep blasts away with eye beams at Saluthra (held), Wogan (no effect), and Bel (stun cone – stunned).

Wogan yells, "Charlie in the trees!" He fires his pistol at the monster again.

Sindawe is able to spot the beast this time. He drops Ori, charges back to the tree and climbs after it.

Pirro charges his Azlanti spear and throws it at the eye!

It blasts Wogan and Sindawe who resist it, then Sindawe is stunned by its big eye blast. He falls from the tree and lands on Saluthra.

Ori searches the stunned Serpent for missile weapons, finds his strength 22 bow, and finds he cannot pull it.

The eye continues blasting with *hold person* and stuns, locking down everyone except Wogan. Bel shakes it off and drags Sevgi out of range.

Wogan throws a *fog cloud* at the eye, so that it is blinded but those below are not. Saluthra shakes off the hold. Sindawe continues lying stunned. The eye starts dragging itself out of the *fog cloud*.

Wogan drags Sindawe out of range under cover of the *fog cloud*, then goes back for Serpent. Ori and Bel help drag Sindawe further away. Saluthra closes with the eye using *scent*.

Serpent shakes off the hold, then whistles to summon Saluthra. Everyone leaves the area and leaves the eye of the deep up the tree.

Sevgi recovers from repeated stuns and *hold person*. Bel grabs her up and kisses her passionately.

They report no food or water found, so the group returns to shore. They find a modestly wounded Gareb on shore and a capsized long boat offshore. He was attacked by a giant snapping turtle. *The Chainbreaker* sends over its second longboat. The crews aboard the large ships fire cannon to scare the turtle away.