

# REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 09/12/2021

## TODAY'S EPISODE: WHALE OIL RICH

Our heroes of the *Chainbreaker* teamed up with the *Nightslink* to enter the Sargasso Sea to loot a wrecked whaling vessel of its baleen, ambergris, and sperm oil. They also dealt with several monsters at or around the site, including a tentacled Sargasso beast. Now they must escape the clinging seaweed of the Sargasso Sea.

Our 9<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).

### *Escaping the Sargasso Sea*

*Chainbreaker* and the *Nightslink* are in the “near caught stuff” ring of the Sargasso Sea where they have just completed loading and securing their whaling vessel loot. The sea is made of five rings: near caught stuff, deep, interior, exterior, and rim. The *Nightslink* has three ticks of “stuck” on it, while the *Chainbreaker* is not stuck at all.

Serpent explains, “I have several druid spells that might help. *Defoliate* could be used to free the keel and rudder and *diminish plants* would reduce the Sargasso around us temporarily. But I need a good night's sleep to learn those!”

This plan is signaled to the *Nightslink* via flag which signals back, “Beware monsters!”

The *Chainbreaker's* crew loads cannon, deploys a large collection of *everburning torch* lanterns, and lowers two Scylla souls with chains and metal baskets to boil the water in the surrounding sea. Overnight, the boiling water boils hordes of sea spiders, sea crabs, and sea turtles that come to investigate the lights. The smell generated is mind-bending.

The *Nightslink* foregoes lighting itself up overnight, possibly explaining why they encounter no problems.

During the night Tiberiu and Lefty complain of illness and coughs, leading Wogan to diagnose “seaweed gas from the boiling”. They are sent to bed with an extra rum ration. The watch crews are rotated out more rapidly after that, which helps. Then a tropical storm arrives to deliver rain, winds, and high waves.

They pull in the boilers and decide to hold their positions, risking the weather and further sticking in the Sargasso. The ship and crew fight for an hour until the storm subsides. The *Nightslink* also manages to weather the storm. The Scylla soul boilers are lowered again; the wind remains high enough that it blows the seaweed gas away.

The next morning shows a cloudy sky that promises blue skies or rough weather. Serpent takes a longboat that includes Wogan and Sindawe over to the *Nightslink* where he explains, “I will use *diminish plants* to reduce the Sargasso Sea around your ship.” Serpent makes a good spellcraft check removing two ticks of sticking. A second druid anti-plant spell removes the third tick.

Falken Drango tells them, “The last time I was here some large sea beast tried to sink us with a whirlpool.” He never saw the actual creature.

Sindawe and Wogan longboat back to the *Chainbreaker* as the winds pick up. Both vessels start sailing out. Falken and Serpent carefully maneuver the *Nightslink* out of the near caught stuff, through the deep, interior, exterior and past the rim. Wogan, Blacktoes Tommy, and Sindawe have an easier time of it and reach the open sea more quickly.

### *Foreshadowing!*

That is, until a whirlpool opens in the *Chainbreaker's* path, dropping it viciously several feet with a massive jolt and lightly damaging most hull sections. The *Nightslink* edges closer, loading cannon. A giant monster resembling a sea spider rises from the water to batter the *Chainbreaker* with a spiny limb. A hull section amidships on the starboard side is smashed for 48pts, almost ripping a hole in that section! Wogan ends the whirlpool with a *raise water* spell!

The *Chainbreaker* crew puts on more sail, causing it to leap forward with the wind at 4 knots. The speed check is Sindawe's profession sailor + ship's speed (4\* 4 knots) + 1d20. The resulting roll is 55, the maximum result possible. The giant sea spider keeps up with them. Meanwhile, the *Nightslink* closes a range band and fires at the Charybdis (we now know its name because Falken Drango screams its name, "Die, Charybdis!") for 42pts of cannonball damage.

Charybdis hits the *Chainbreaker* on aft section for 46pts of damage.

Tommy shoots a poisoned spear into the creature, then yells back to Sindawe, "It's healing!"

Mitabu throws a fire bomb at the creature, burning it, then rushes below decks. Wogan hits it with a fireball (26pts)!

The *Chainbreaker* puts on more speed, moving up to 6 knots! (+24 to speed checks)

The following speed check is at +43 and results in a 50, allowing the vessel to move out to short range from the beast. The *Nightlink* is also at short range from the creature as it runs after the *Chainbreaker*. Mitabu runs back out on deck to shoot his pistol at the monster. Several pirates moon it. Then Wogan casts *flamestrike* (33pts) on it! The creature burns and then heals a bit.

The creature sinks below the waves as the two vessels move away quickly.

### *Repairs*

The ships continue at speed in front of the wind which lasts for eight hours. Emergency repairs are made during this time. Damage control on each hull section requires a 10-crew unit (+5) using their profession sailor check (+6), repairing the aft to 34pts and amidship to 36pts. Both are still broken, so the golden *needle of mending* is applied – *make whole* repairs another 13pts on the amidship section, removing the broken section (23pts of damage). This puts the ship at -2 handling for the single broken hull section.

### *Prison Aboy*

The ships slow as the 6 knot winds depart, leaving them becalmed about an hour before dawn. There are islands within sight in the northeast, within range if someone were interested in a long trip via longboat.

Serpent returns to the *Chainbreaker* via *air walk* where Sindawe and Wogan are working on determining their current location. Unfortunately, they have traveled mostly opposite of where they needed to go – the islands within sight are the Darkol Islands. Falken Drango arrives via

longboat to tell them about Darkol Island: “It is a prison island where the prisoners mine for mostly silver and even adamantine. The overseers are terrible and sadistic. The mines are full of monsters, so lots of turnover. The owners are folks in Port Shaw and the prisoners come from everywhere.” It is not a soft target and its ore shipments are heavily guarded.

They decide to drop anchor for the night and double the watches as the Darkol Island prison keepers are not too concerned where they get new prisoners from. The Scylla boilers are deployed and the everburning lanterns are hooded. After dark, insect swarms cross over from the island to plague the ship so the *Chainbreaker* counters with an *eversmoking bottle*. The smoke drives the insects off but is unpopular with those who have to breathe it. The *Nightslink* maneuvers closer to tie-off and enjoy the benefits of the smoke.

The two crews mingle.

Wogan asks Rucia, “How is it going over there?”

Rucia tells Wogan, “It is going well. It is nice to be wanted.”

Wogan ignores the double layer of meaning and simply replies with, “Well, good. I am glad you are enjoying it.”

Orri offers to Sindawe, “I think the senior cook should be the cook onboard the larger ship, so I should stay here and Billy Breadbasket should go on the *Nightslink*.”

Serpent replies, “Well, I just want the gayest cook on our ship!”

Raised eyebrows watch his back as he walks away.

Falken Drango shows Sindawe where the Sharkjaw Docks are located on the map, just in case they get separated during the 2-4 day journey. They also discuss plans to deal with Dragoon patrol vessels, which would be “if the Dragoon ship recognizes me, you and I exchange cannon fire, then I flee. We link up later.”

The crew is set to work on long term repairs on the ship's damage. Sleep is hard to come by with the hammering and sawing. The 10-man unit lead by Tanned Hank repairs (1d8+10 (for the 10 men), with a cost of 10gp per hp repaired) 14pts dropping the two damaged hull sections from 34 and 23 points of damage to 23 and 20.

That night, Hovak Littlehands is at the center of a squabble which Sindawe investigates. Hovak has a holy symbol of a ship being swallowed by a shark, which he has been wearing but not openly. The rest of the crew lays eyes on it and doesn't like it or Hovak; they are angry with him. Sindawe convinces the man to throw it away and renounce the shark god in question, explaining, “It is that or getting quietly murdered overnight by your fellow crew.”

The next morning brings light rain and the ships are still becalmed. Tanned Hank spots something in the water which turns out to be small pieces of wreckage with men holding onto it. The men are paddling in the direction of the ships. A longboat with Serpent is sent to retrieve them.

Serpent states as they push off, “Our track record with rescuing folks at sea is terrible. It is generally a trap.”

Sindawe nods in agreement.

## *Prison Break*

Serpent's longboat finds three tanned men clinging to ship parts. They claim to be humble merchants while sporting Darkol prison brands.

Serpent explains, "You have to be honest with us. We don't hold prison time against a man."

Their leader introduces himself as "Verian" and his comrades as "Orso and Elia"; he nods in agreement that he will be honest.

The long boat returns to the Chainbreaker with the passengers.

Sindawe asks, "What are you in for?"

They answer, "A variety of charges." Elias killed a guy in a prize fight, Orso arrested with stolen goods, and Verian is here for political crimes.

"How did you come to be swimming with wreckage?"

Verian explains, "We were being transported off the island; we serviced our sentences. We broke loose while being taken to the mine. Orso's buddy left us a boat. The wind kicked up and smashed us on the rocks."

Sindawe orders more repairs with the *needle of mending* (the damaged hull sections are repaired to 20 & 12 points of damage respectively), then sits down to talk to each shipwrecked man individually. The men seem to be tight with each other. Verian is the de facto leader. Morally flexible and doesn't like rules. Sindawe explains, "Behave and we'll drop you off somewhere civilized." The new crewmen are made busy.

A crewman spots sharks in the area, so Serpent decides to fish for sharks. This is popular with some crew who declare, "Teach those things who's boss!" Other crew are nervous about shark fishing after the shark idol incident last night.

Wogan helps Serpent fish for sharks. Serpent catches a shark and reels it in, though is almost thwarted by crewmen helping to reel it in. Once on deck, Serpent kills it with an axe to prove it is a normal shark. More crewmen grumble about this. Serpent slaughters the shark for upcoming meals.

That evening there is an officers' supper that includes Falken and the three shipwrecked men. Falken spins tales of life on the Razor Coast, then an obviously made-up story of escaping from Darkol Isle. The three men were on the island for several months. Wogan talks to them and finds out that two of them are from various small villages on the Razor Coast. Verian knows magic and is from Sargava.

Sindawe guesses he is a sorcerer. When asked, "What is your best spell?" by Serpent, Verian says, "I can freeze people."

### *Cargo Pit Bound*

That evening is uneventful, and the next morning brings strong winds. The two vessels make good time heading to the Pearl Eye Atolls. They spot a giant jellyfish and large barracuda along the way without incident.

They drop anchor for the night which is almost uneventful. Wogan is on watch with Bel and Tommy. A storm of flying fish hit the deck with most trying to bite the trio. Bel screams out in pain. Wogan notes the flying fish have large, fang-like teeth. Tommy retreats to the state room



as the fish continue to gnaw on Bel. Wogan hits the fish swarm (direction they came from) with a blast of fear from his *mace of terror*.

The rate of incoming fish diminishes. Wogan and Bel realize the flying fish can only threaten a bite during flight. Once on deck, they just flop around. Someone dubs them “Storm Riders”.

The next morning shows a fierce storm oblique to their course of travel. The captains decide to push for the atolls to beat the storm. The *Nightslink* takes the lead. The storm’s wind provides plenty of push, which the *Chainbreaker* manages to get 6 knots out of and the *Nightslink* squeezes a bit more. That is until they realize the hurricane will beat them to the Pearl Eye Atoll, so they decide to skirt the storm and follow it in once it passes.

The storm makes it difficult to maintain their heading, despite their riding out the storm’s outskirts. The *Nightslink* is nowhere to be seen, though the Pearl Eye Atoll is in sight. The *Chainbreaker* heads into the islands toward Sharkjaw Docks. The storm’s savage nature is a shock to the shipwrecked men. Orso becomes frantic and seasick; he has to be restrained. Elia and Verian handle it better.

As they approach the Sharkjaw Docks they spot a Dragoon patrol vessel that signals them to stand by. “Nuts,” says Sindawe.