

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 12/02/2012

TODAY'S EPISODE: THE LONG VOYAGE HOME

Our heroes have just captured the rival pirate vessel, the *Black Bunyip*. Her captain, Morgan Baumann, has been thrown in the *Teeth of Araska's* brig minus her thumbs. Her remaining crewmen have changed allegiance. Now our heroes and their crew must pilot both vessels back to Riddleport to collect the bounty.

Our heroes are:

- ♣ Captain Sindawe H'kilata Narr, the fist-punchin' Mwangi monk (Chris).
- ♣ First Mate Ref "Serpent" Jorensen, the staff-bashin' Ulfen druid/ranger and his snake Saluthra (Paul).
- ♣ Gunnery Mate Wogan, the pistol-packin' celibate cleric of Gozreh (Patrick).
- ♣ Hatshepsut, monk and high priestess of a lost civilization who doesn't savvy much Common and her cobra Naja.
- ♣ Samaritha, the wand-blastin' serpentfolk wizard in the guise of a pretty half-elf, and now Serpent's wife!
- ♣ Bosun Tommy Blacktoes, the staff-slingin' sneaky halfling rogue (was Kevin, now an NPC).
- ♣ Lavender Lil, a buxom tiefling ex-prostitute, and Tommy's girlfriend.
- ♣ With them are the pirates of the *Teeth of Araska*, some 20+ souls consisting of:
 - ♣ Survivors from the ship's previous pirate crew
 - ♣ Ex-slaves escaped from their Chelish owner (Martino Marcellano) and recruited from their castaway island home
 - ♣ Various other recruits, some willing, some not.
 - ♣ Daphne, a sorceress kidnapped from the coastal town Hollobrae and dominated by Samaritha into compliance and friendly spell casting. *She has her will back and a Blue Staff of the Dragon.*
 - ♣ JJ, an aquatic homunculus, whose master may be dead.
- ♣ Recruits from the Andoran Colony, rebel faction (not Nuru'gal):
 - ♣ Lefty (Narbus Smeet), self-inflicted amputee. He's escaping his mother (sorceress Elder Adara Smeet) and guilt (forced spying for other faction).
 - ♣ Claxton, he's tried "rebel" now he'll try "sailor".
 - ♣ Tegan, skilled house wife, and recently married to Stoke.

CAPTURED SHIP AND CREW

Black Bunyip

Length 60', Beam 15', Height 5', Draft 5', Rig height 53', 100 tons cargo

Hull: 12 sections (hardness 5, hp 60)

Masts: 2 (hardness 5, hp 60), foremast lateen, mainmast lateen

Decks: hold, lower deck, main deck

Crew: 40/20/10

Speed: 11 knots

Maneuverability: +2

Seaworthiness: +2

Armaments: 8 12-pounders (7d10) (four on each side of the main deck), 1 9-pound chase gun (6d10),

8 swivel guns (2d10/4d6)

Plunder: 4 units (40 tons)

Surviving Crew:

1. Peg-leg Pete – bosun
2. Samuel – gunner
3. Billy Breadbasket – cook
4. Ralf
5. Valentine
6. Feissian Hareskinner
7. Volbert – gunner
8. Taunya (f) – gunner
9. Dario
10. Zita (f)
11. Clubbreaker Cordell
12. Gaestel
13. Jospier Foxkiller
14. Tiberiu
15. Nimborn – gunner
16. Hovax Littlehands
17. Vedui – unrated
18. Gwyllt (f) – unrated
19. “Sexy Beast” Sapier – gunner
20. Prand

THE VOYAGE HOME

Wogan will captain the *Bunyip* with Tommy Blacktoes, Lavender Lil, and Captain Mace Venjum for ship's officers. His crew will be an even mix of sailors from both ships. The crewmen remaining on the *Black Bunyip* are Peg-leg Pete, Samuel, Volbert, Taunya, Nimborn, Vedui, Gwyllt, "Sexy Beast" Sapier, Clubbreaker Cordell, and Gaestel. They are augmented by the emancipated slaves from the *Teeth of Araska* crew - Ori, Bel, Pirro, Olhas, Sevgi, Kahina, Karomander - and the newer recruits Jaren, Delmer, Olgvik, Claxton, and Lefty.

The rest of the Bunyip crew are moved over to the Araska: Ralf, Valentine, Feissian Hareskinner, Dario, Zita, Billy Breadbasket, Jospier Foxkiller, Tiberiu, Hovax, and Prand.

Wogan also takes a piece of the Araska's hull for his *Ship Tracking* spell, just in case the two ships become separated.

The voyage home will consist of:

- Sailing north through the Azlanti island chain and out into clear ocean.
- Using the currents of the northern waters, which move eastward, to aid movement east.
- Aim to steer wide of the Mordant Spire (full of elves) and the Lands of the Linnorm Kings and land at Hermea. Avoiding the elves and Ulfen just seems like a good idea.
- To Argavist Island on the Gulf of Varisia to regenerate some body parts.
- To Riddleport to collect the bounty!

DAY 1 – MAN OVERBOARD

A ten hour mild storm hits requiring ten control rolls. Both crews handle their ships well and suffer only one moment of excitement when Mace Venjum is knocked overboard. Mace's lack of thumbs inhibits his ability to swim or grab the rope and barrel thrown to him. Captain Wogan

finally jumps in to rescue the man, hoping that his ship will double back for him. He is able to swim Mace back to the barrel. Meanwhile, Tommy and Lil organize the crew, including Karomander who uses a swivel gun to shoot a rope near Wogan and Mace. Though Wogan casts *Water Breathing* on the pair, they exhaust themselves swimming in the storm wracked water, falling short of the rope. Luckily, Lil is able to grab them using *Animate Rope*. They are quickly pulled back aboard. Wogan sends Mace below decks to warm up, then returns to work after taking three long pulls on his rum flask.

After the storm Wogan rewards his crew with rum. Sindawe does the same but only after singling out Littlehands for extra duties because of his sloppy sailing.

Wogan's new crewmen from the captured *Bunyip* are so impressed by their captain that they open up a bit. He finds out:

- Slasher Jim used to serve on the *Bunyip*. Crewmen sometimes go missing when Jim is on board.
- The pirates admit that they didn't know about the bounty on Captain Baumann, but she knew the *Araska* would hunt them even back in Riddleport before the bounty was issued because Baumann said, and they quote, "That black bastard looked at me funny. Let's vamoose."
- Captain Baumann fled to the Azlanti islands because it is so remote. They've been there before to thief artifacts and hide booty.
- The *Black Bunyip* attacked the Overlord's dwarf barge because Captain Baumann heard about the Devil's Elbow mission and that the dwarves would be returning with some handsome loot. The rare loot (orichalcum) was sold to someone they assumed was the Cypher Lodge leader, Elias Tammerhawk (but the command staff knows is actually a disguised serpent folk

who escaped the near-destruction of Riddleport). This took place when they rendezvoused with the *Crimson Shark*.

- Tommy asks about the *Crimson Shark's* captain, the Stormdaughter. She is involved with the Shark God Cult and betrayed Black Dog... the same Black Dog whose ghost Geased Tommy to avenge his death.

DAYS 2-3

Over the course of the next couple days Wogan thoroughly searches Captain Baumann's quarters (now his). He finds a small sack of gold coins with a poisoned caltrop inside and a sex toy, which he gifts to Lil. There's also a visit from JJ the sea-homunculus. Wogan gives him a note to take back to Sindawe. JJ stuffs the note in a body cavity (we leave that one to the reader's imagination) to keep it dry for the swim over. When he arrives, Sindawe initially refuses to believe that he has a message inside himself, but ends up fretting over why someone would construct a seamunculus with watertight body cavities. Over the same week Wogan also drills his crew.

Inspired by the recent gaming and the naming convention introduced by Dungeons and Dragons the players identify two new possible RPG titles: Pillows and Panties or Strap-ons and Silicone.

DAY 4 - THE HOWLING CLIFFS

The ships sail past an Azlanti landmark named the Howling Cliffs. The cliffs and wind combine naturally to produce a horrendous howl. After an hour of this Samaritha stomps out onto the deck, shoots a *Fireball* into the nearest cliff, then stomps back inside. This doesn't affect the cliff but it does electrify the crew significantly. Serpent follows her to find out what's up; his wife's demeanor is usually perky and kind. He finds that she's been working on scrolls... their cabin is covered in scrolls. She explains that the howling makes it IMPOSSIBLE to concentrate. Serpent

attempts to help by sound-proofing the room, which earns him three separate tongue lashings. He has no idea she's pregnant so her behavior remains a mystery to him.

Sindawe is happy to see a struggle of dominance between the *Teeth of Araska* and *Black Bunyip* pirate crews. The struggle takes the form of cursing, pushing, and punching. And his guys are winning.

A *Bunyip* lookout spots another vessel, which is sailing against the wind. The vessel lacks masts and its deck is so close to the surface that it appears more hulk than functional. After observing it for some time, Wogan realizes that it's not moving according to wind or wave. He orders, "Battle stations!" Cannon are loaded, stations cleared. The vessel continues moving lazily in a straight line, which allows the *Bunyip* to come up easily on its port side. Sindawe orders his starboard cannon loaded and starts maneuvering for its aft/starboard.

As Wogan's ship closes he spots its mode of transport. A tentacle is wrapped around the vessel; a giant squid some 45' long is below the surface pulling the hulk along. A fish-headed woman in a wedding dress comes out onto the deck and inspects them. It's the Fish Wife, who the crew narrowly escaped earlier in their Azlanti voyage! Her silent cries call out to Vedui, who walks off the side of the deck into the ocean and swims toward her.

Wogan orders, "Fire!" Grapeshot chews up the Fish Wife (23pts), her ship, and the waters around it. He follows up with a *Sleet Storm* spell, which reduces sight and makes footing uncertain. The Fish Wife disappears from view.

The squid releases the hull and jets across the intervening hundred feet with ungodly speed and slams into Wogan's vessel. It latches on with most of its arms and pulls itself out of the water, where it bites Mace (17pts) and smacks Piro and Gwyllt with its arms.

Over on the *Araska* the crew is madly trying to maneuver to the aid of the *Bunyip*.

Samaritha stomps out on deck; Serpent asks for a *Fly* spell so he can kill the squid. She agrees while demanding, "Why are you always leaving?" Serpent flies away quickly.

Sindawe maneuvers to allow his ship's cannon a shot at the squid, which is mostly out of the water "Hollywood monster style". The grapeshot hits the squid (20pts), the ocean, and some of the *Bunyip's* crew: Wogan (13pts), Taunya (13pts), Piro (20pts), and Gwyllt (killed). Wogan uses a Healing Burst to keep the wounded in the fight. Jaren and Tommy fight the wheel against the squid's mass; the ship continues tipping over to port. The rest of their crew runs about saving the ship and attacking the squid.

The squid uses its arms to maintain a grip on the *Bunyip*, then lashes out with its eight tentacles: Ori (15pts and grabbed), Sevgi (unconscious at -7), Olhas (grabbed), Jaren (19pts and grabbed), and Clubbreaker (17pts). A flying Serpent arrives and attacks the squid with his staff (26pts).

Sindawe orders the swivel guns loaded. Samaritha fires a *Scorching Ray* at the squid (13pts). Gareb hits it with his longbow (6pts). Lavender Lil uses her bardic powers to Inspire Courage. Tommy and Jaren fight the wheel into a position such that the sinking deck stops at a foot above the water. Wogan uses another Healing Burst (12pts); he excludes the squid from this blessing, to everyone's relief. The *Bunyip* crew hack at the squid (21pts).

The squid grabs more victims: Wogan (14pts and grabbed) avoids one tentacle but not the second one, Lil (7pts, and her tear away corset prevents the grab), Volbert (12pts and grabbed), and Claxton (15pts and grabbed). Ori goes to zero, Olhas (unconscious at -4), and Jaren (12pts) get squeezed. The beast bites poor Olhas in two.

Serpent drives his staff into the squid's eye and bites into a nerve center (22pts), killing it. The creature slides off the deck and beneath the surface, taking its victims with it. Tommy and

Mase work hard to keep the ship from capsizing when the squid's weight is removed and it rolls violently to starboard. The rigging takes a good bit of damage but they manage to keep the ship upright. The rocking ship sends Lefty falling into the topless Lil's cleavage; she laughs and he blushes. Samaritha casts *Fly* on Hatshepsut, who flies to help the victims. The *Araska* fires its swivel guns into the squid; its lack of response assures everyone it's dead.

Wogan casts another Healing Burst as he is pulled off the *Bunyip*. Several crewmen regain consciousness just in time to be dragged underwater by the dead squid's tentacles. Serpent and Hatshepsut use *Fly* to plunge into the water and free sucker-gripped pirates from the rapidly sinking squid. Sindawe orders the swivel guns reloaded, then aims the *Araska* at the sinking squid. He jumps overboard as they pass over it, intent on helping.

Serpent and Hatshepsut manage to free Volbert, Claxton, Wogan, and Ori from the dead creature's suckers before they are pulled down to Davey Jones' Locker. Sindawe swims down to rescue Jaren the Jinx, until the jinx kicks in. Suddenly, a dead tentacle lashes around Sindawe and holds him tightly. Unable to escape, the angry, desperate pirate spends a Fate Point to win free of the tentacle, murder the cursed Jaren in a cruel fashion, and begin the long swim back up. Luckily Serpent and Hatshepsut make one last plunge to pull Sindawe out the last 100'.

On the surface, ship's boats are being launched to rescue the freed pirates, most of whom are poor swimmers. Wogan attempts to help Ori, but has to wrestle the struggling, panicking swimmer into a lifeguard's hold before he is able to do so.

AFTER THE FIGHT

Olhas, Jaren, Vendui, and Gwyllth are dead. A burial at sea is held to honor these brave sailors. Only Gwyllth left a corpse behind, so personal effects are buried for the others. Wogan delivers the eulogy: he says many kind things about Olhas, manages something for Jaren, and then

asks others to speak for Vendui and Gwyllth who he barely knew. None of the *Bunyip* crew steps forward - Vendui was not well liked and Gwyllth was a brand new and therefore not worth knowing... and she didn't put out.

The officers boat over to the Fish Wife's ship. The Fish Wife has made good on her escape, apparently taking Vendui with her to serve as her new husband. There is some loot aboard: an alchemist lab (broken, half value), a potion of *Enlarge Person*, a potion of *Comprehend Languages*, and miscellaneous items that probably belonged to an adventurer alchemist.

The pirate vessels drop anchor for the night. Repairs are started on the *Bunyip* to repair sails, listing damage, etc... The pirates are unable to dislodge a tentacle still clinging via suckers to the hull. Wogan stops his crew from trying to burn it off, reasoning that bad things happen when fire gets introduced to a ship's hull.

Both crews, especially the *Bunyip*, are super freaked out by the Fish Wife and squid fight. This requires Sindawe and Wogan to make the rounds. Wogan calms his crew through rum and kind words. Sindawe uses rum and assigns the complainers extra duties.

Lefty seeks Wogan's advice that night, "I'm worried that Tommy is going to challenge me to a duel. I accidentally touched Lil's breasts. During the fight! It was during the fight." Wogan says reassuring things and vows to talk to Tommy and smooth things over. He also figures that Tommy won't care. A comforted Lefty goes down into the hold to masturbate like a spider monkey.

DAY 5 – DON'T GO INTO THE LIGHT

While anchored for the new crew men spot will-o-the-wisp like lights under the water in the distance. Both captains spend some time calming their superstitious (and rightly so) crews.

Again, Wogan tries words while Sindawe orders that crew who have time to lollygag have time to wash the deck.

The dancing lights remind Sindawe of the beetle carapaces they captured back on the Sun Temple Colony. He goes below to find them. When he returns he finds only the *Bunyip* crewmen gawking at the lights. He assigns two to take a carapace over to the *Bunyip*. His old crew was wise enough to disappear when the captain stalked off with such purpose.

The carapace came from a giant beetle whose shell was capable of Dazzling opponents. The highly reflective shells will be excellent for signaling back and forth between the two vessels.

JJ volunteers to go spy for mutineers aboard the *Bunyip*, offering that *Araska* is safe under Sindawe's command. Sindawe agrees, not because he believes the creature, only to get rid of it. JJ puts on his favorite dress and dives overboard. Wogan later reports that the creepy sea-homunculus is 'romancing' Kahina on board the other ship.

The next morning Serpent sets about putting price tags on the mostly recently acquired treasures. Sindawe gets the *Crystal Ball*. The rest of the magic items go into the 'sell' trunk.

DAYS 7 - 10

Nothing happens on Days 6 or 7, but Day 8 bears a storm requiring eight hours worth of control rolls. Both crews handle themselves well.

Day 9 - Dolphins swim with the ship. Wogan notes this as a good omen.

Day 10 - A stray wave hits the ships crossways, requiring a single control roll. Both ships pass with flying colors.

CLIFFHANGER

On the tenth day, both vessels win clear of the Azlanti islands and sail into the cold open waters of the north.