

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 05/18/2014

TODAY'S EPISODE: IT WAS NICE WHILE IT LASTED

The pirate ships, *Teeth of Araska* and *Wandering Dagger*, are pirating in the Arcadian Sea off the coast of Cheliax. Yesterday, they captured the *Dowager Princess* and took its cargo of grain (a lot) and precious stones (a boxful). A handful of the *Dowager Princess'* crew also joined the pirates including Luca Caletti, a Chelish marine. Today promises more commerce raiding.

Our heroes are:

- ⤴ Captain Sindawe H'kilata Narr of the *Teeth of Araska*, the fist-punchin' Mwangi monk (Chris).
- ⤴ Quartermaster Ref "Serpent" Jorensen, the staff-bashin' Ulfen druid/ranger and his snake Saluthra (Paul).
- ⤴ Samaritha, Serpent's wife and a serpentfolk wizard in the guise of a pretty half-elf.
- ⤴ Ship's Surgeon Hatshepsut, monk and high priestess of a lost civilization and her cobra Naja.
- ⤴ Chief Gunner Wogan, the pistol-packin' celibate cleric of Gozreh (Patrick).
- ⤴ Bosun Tommy Blacktoes, the staff-slingin' sneaky halfling rogue.
- ⤴ Lavender Lil, a buxom tiefling ex-prostitute, and Tommy's girlfriend.
- ⤴ With them is a pirate crew of professional pirates, escaped slaves, and adventure seekers.

THE NEXT DAY

The *TOA* and *Wandering Dagger* captains agree to sail the traffic lanes in tandem, allowing for greater chance to spot merchant vessels and team up against single naval vessels.

The day's weather offers light snow which causes the two vessels to lose sight of each other for a while. The *TOA* sails straight through hoping to link up with its sister ship. Thalios Dondrel, on lookout, spots cannon flashes off the port bow. The *TOA* sails to the fight to find...

A galleon with a shattered rudder is under attack by a drakkar (dragon headed long boat). The drakkar has cannon. The nationalities are impossible to guess at long range. The *Araska* sails closer to find the galleon has a Chelish flag and the drakkar might be flying a Shackles type pirate flag. The drakkar's crew of hobgoblins allows Tommy Blacktoes to identify the drakkar as the *Dark Pallor*.

The *TOA* sails past the two vessels and through the snowstorm. On the far side of the storm they become becalmed but do find the *Wandering Dagger*. The two vessels communicate over the open water using the mirrored carapaces of the scintillating beetle.

DAY 2

It warms up a bit, the sky is clear, and the wind picks up offering some chop. The two pirate vessels press on.

The *Wandering Dagger* disappears from view and the look out, Dum-dum declares, "They were there, then when I looked back they were gone." When the *TOA* turns around to investigate it finds the *Wandering Dagger* has boarded and taken the *Cursed Ave* of the *Aspis Consortium*. Captain Sindawe decides he needs better lookouts; he orders Serpent into the crow's nest.

The *Wandering Dagger* gains two plunder points in weapons and armor.

DAY 3

A fog separates the two pirate vessels for most of the morning. And it continues through the entire day with very little wind.

At mid-morning JJ the seamunculus, Billy Breadbasket, and Hovac Smallhands are screwing around near the railing when they are hit by a volley of spears (11, 6, and 5 pts). Cords tied to the spears tighten, dragging the speared pirates toward the water. Billy cuts through his harpoon cord, but Hovac isn't as lucky. JJ digs into the deck with his claws.

Serpent calls for Saluthra, then leaps overboard as he uses his snake totem transformation to gain a swim speed. He sees man-sharks, upper torso of man, lower torso of a shark, both bits have a shark's flesh. Saluthra enters the water with all of grace of a water snake, where she bites and crushes one man shark to death. Serpent slashes at another man-shark with a knife.

Wogan rushes to the rail and shoots one. JJ holds on for dear life, mocking the much larger predator's strength. Sindawe cuts the harpoon cords holding Hovac and JJ. Several crewmen fire back with masterwork light crossbows (from the stock of 40). Wogan uses a positive energy burst to heal the wounded crew (and excludes the wounded man-sharks).

The remaining man-sharks surround Serpent and Saluthra. The water turns scarlet, mostly from the man-sharks. Mostly... The man-shark in Saluthra's coils stabs her with his harpoon and paralyzes her with his fish toxin. The lucky man-shark swims away.

Sindawe jumps into the water with a net and line to pull Saluthra out of the water. Crewmen pull on the line. The pair fighting Serpent manage to harpoon and drag him deeper where he breaks free and swims for the ship. The man-sharks harry Serpent all the way back to the boat, where one gets shot by Wogan (12pts).

Wogan casts *summon monster* and summons a dolphin which distracts the man-sharks from Sindawe's return to the ship.

The pirates sail away with several lightly wounded crewmen and one paralyzed man (Hovac). After the first crewman is paralyzed “accidentally” by a man-shark harpoon, Captain Sindawe has the lot thrown overboard.

DAY 4

Warmer, fair and clear with a light wind. Serpent spots the *Wandering Dagger* allowing the two vessels to return to their search pattern. Later that morning they spot a smoke plume.

The smoke plume leads them to a burnt cog, the *Sea Chanty*. Its rigging is burnt along with some of its superstructure, but it is no longer on fire. No crewmen or other vessels are in sight. The *TOA* launches a ship’s boat to investigate.

Onboard, Wogan is able to ascertain that a fireball took out the ship’s rigging. Sindawe, Wogan, Serpent, Olgvik, and Slasher Jim search the deck. They find scattered weapons and some ship’s stores. They climb down into the cargo hold, where...

Something smashes into Sindawe like a ton of bricks (17pts). Sindawe slips free of its clutches. The something is invisible. Then the ship’s hold bursts into flames. The monster (monsters?) rakes *Slasher Jim* to bloody bits.

Wogan casts *invisibility purge* revealing the skeleton of a huge boned cat glowing with fire and smoke. Serpent chops at the monster, then bites it... The creature does not take all of the damage. Olgvik and Sindawe attack too. Slasher Jim bleeds.

Everyone burns from dripping burning pitch. The monster leaps out from the attacking pirates and pounces onto Wogan (10pts and grabbed). Wogan hits back with a positive energy

burst that does no damage to creature but does heal his companions (14pts). Slasher Jim crawls away while everyone else attacks the cat monster. No one manages to hit it.

Cat skeleton ignores the pirates to concentrate on clawing and biting Wogan. Olgvik runs for it, dragging Slasher Jim abovedecks. Sindawe hits repeatedly with his temple sword; the creature ignores most of the blade's damage easily but not the accompanying electricity. Serpent manages to land several good blows; the monster explodes in a shower of sulfur and bones. The pirates run out onto the derelict's deck.

EPILOGUE – THE LONG ARM OF THE LAW

The pirates find the fight is not over. A large Chelaxian warship appears from behind a *veil*. Its hull is pierced with two rows of cannon.

An armored man on its deck demands, "You will surrender in the name of Queen Abrogail II of Cheliox."

Captain Clap howls like a pain maddened animal from the deck of the *Wandering Dagger*. Sindawe, Wogan, and Serpent remember the armored man from their last escape from Magnimar; he is *Paralictor Devreth Rotani*, a Hellknight. Captain Clap and the Paralictor have a history, and not a happy one.

Sindawe sighs, "I seem to remember that Cheliox has a top notch navy. And the Hellknights are pretty tough. Some of them cast spells."

Serpent replies, "That paralictor has an adamantine axe... or halberd. Think about what we can buy with that!"

Wogan adds, "Yes, clearly the worst of our worries is how to spend the loot."

Sindawe says, “If we survive this, we should really revisit our policy on investigating derelicts. No good comes of it.”

Serpent concludes, “Sort of like picking up sex partners at last call.”