

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 09/20/2015

### TODAY'S EPISODE: ESCAPE THE EYE

Our heroes have sailed into the Eye of Abendego in search of the *Terrorkin* (*Terraken*), a pre-Eye Chelaxian war machine. An away party found its control amulet in the Sodden Lands on the estate of a long dead admiral. Now the pirates must sail the *Teeth of Araska* clear of the Eye, survive the Shackles, and locate the actual war machine. Our heroes are:

#### PCs:

- ▲ Captain Sindawe H'kilata Narr of the *Teeth of Araska*, the fist-punchin' Mwangi monk (Chris).
- ▲ Chief Gunner Wogan, the pistol-packin' celibate cleric of Gozreh (Patrick).
- ▲ Quartermaster Ref "Serpent" Jorensen, the staff-bashin' Ulfen druid/ranger and his snake Saluthra (Paul).

#### NPCs:

- ▲ Samaritha, a serpentfolk wizard in the guise of a pretty half-elf and Serpent's wife.
- ▲ Ship's Surgeon Hatshepsut, monk and high priestess of a lost civilization and her cobra Naja.
- ▲ Bosun Tommy Blacktoes, the staff-slingin' sneaky halfling rogue.
- ▲ Lavender Lil, a buxom tiefling ex-prostitute, and Tommy's girlfriend.
- ▲ Plus a crew of professional pirates, escaped slaves, and adventure seekers.

### *A Night in the Crypt*

The ship's boat won't return for the away team until morning. And there's no easy access to the plateau holding the estate's manor house. So, it is decided that they will hole up in the cannibal barrack's section of the crypt, which offers one entrance to guard and some crude accommodations.

Mase starts searching the area again for secret doors and additional dangers. Sindawe, Wogan, Serpent, Klangin, and Mitabu join in. Nobody likes getting murdered in the middle of

night. Saluthra, the giant constrictor snake, watches all of this calmly. Nothing is found. Watches are organized:

- First: Serpent and Mase
- Middle: Sindawe and Mitabu
- Last: Wogan and Klangin

The night passes uneventfully. They pack up and head down to the beach, which is just about 200 miles from the Eye of Abendego. The GM consults the EoA weather chart, rolls, and obtains, “Light wind from the southeast, mild rain, and overcast.”

They slosh thru overgrown vegetation to the beach. Sindawe spots a talon footed lizard with drooling maw lying in wait for the unwary Klangin. He shouts a warning and charges it with his temple sword (15pts). The monitor lizard counter attacks. Seven more lunge out of the undergrowth.

Some pirate screams, “Watch out! Their bite is poisonous!”

Another pirate replies while back pedaling from a lunging lizard, “No, that’s wrong. Their bite is just highly infectious, like a kindergarten class or a public toilet!”

Everyone leaps to action and screams their war cries. Klangin defends herself with rage, power attack, and great ax – she kills one. Mase kills a monitor lizard with an overhead, two-handed sword swing (20pts) just before a second lizard bites and grabs him. That lizard is killed by Mase and Sindawe. Serpent kills another. Mitabu backstabs another one. A lizard bites Klangin in the thigh, then she kills it with several ax blows.

Wogan casts a positive *energy healing burst* (9pts), reviving one downed lizard. Mase dashes past Wogan to stab it to death. Mitabu throws down a grinding bear trap and taunts the

last lizard into it... the lizard lunges past both him and the trap and into Saluthra's bite and squeeze. The pirates are only slightly injured, though several suffer from infectious drool.

### *Away Team Returns*

The pirates arrive at the beach to be picked up a short time later by the ship's boat. It turns out the overnight weather at sea was mild by Eye of Abendego standards, so the ship suffered no additional damage. Rowing off the beach merely requires strong backs.

On board the *Teeth of Araska*, Wogan tends to the monitor lizard bites and focuses on halting the disease. Serpent casts *lesser restoration* to recover his lost dexterity.

Tommy reports, "All present and accounted for."

Sindawe replies, "Well done. Prepare to set sail for the Shackles."

Their destinations will be the *Shackles*, *Sargava*, and the *Razor Coast* to capture (or murder) Elias Tammerhawk. But they also want to locate *the Terrorkin*, whose location they hope to find in the documents recovered from the dead admiral's estate. And they still have to cover a hundred miles of the Eye against the wind.

Serpent asks skald Maar Eiderson about White Estrid. He gets some information on Estrid but still only hints at the familial relationship he suspected (she has an amulet with the same raven device as Serpent).

The initial destination will be the northernmost Shackles port of *Drenchport*, lorded over by a druid pirate titled *Master of Gales*. Mase and Serpent know some about that place. It differs from the pirate dominated cities in the Shackles that it allows pirates of all stripes, not just those

allied to its particular overlord. But the *Teeth of Araska* is a Shackles pirate ship and its previous captain, Grudge, may have allies lacking in compassion and understanding.

The original ToA's crew is polled on their ship's history in various Shackles' ports and rate their likely welcome on a 0-5 daggers scale, 0 being good and 5 being very, very bad.

- *Drenchport* under *Master of the Gales* – zero
- *Hell's Harbor* under *Arronax Endymion* – 3
- *Eel's Skull* under *Nalt Tarbrow* – 5
- *Slipcove on Bag Island* under *Jolis Raffles* – 3
- *Quent* under *Mistress Tessa Fairwind* – 1
- *Port Peril* under the *Hurricane King* – 4
- *Olo* under *Avimar Sorrinash*– 2

Given that information the course is charted: Out of the Eye, to Drenchport, then skirt the Shackles to Olo, then south from there.

### *Leaving the Eye*

Day 1: The weather gets bad, then worse. Then worse again. The crow's nest lookout shrieks, "Water spout!" The unlucky ship faces its second seaborne tornado of the voyage. The ship's crew gets one profession sailor check (maneuver) per minute for three minutes. Every 5pts of success is one round off that minute in the water spout. Rounds inside the spout require profession sailor check (seaworthiness) to reduce/avoid awful events.

The ship spends two rounds of the first minute in the water spout, but suffers no harm. The second minute is much worse – strong winds tear the aft sail in two, then the forward sail.

The third round is bad too. Sexy Beast and Nemo get knocked about by a rogue wave. Wogan uses a *lower water* spell to sluice the worst of the rogue wave away from the ship. Sexy goes overboard and Nemo gets washed below deck (broken collar bone). Mase throws a rope to the man, then Samaritha uses *animate rope* to entangle him.

The dragged crewmnn causes the ship's aft to wobble around violently. Steep waves head toward the ship, but are deflected by Wogan's *lower water*. The ship exits the water spout.

The torn sails are taken down in the mere tropical storm strength weather.

Gareb yells, "Ship ahoy!"

Samaritha casts *major image* to disguise the ship as the *Calypso Barnacle*.

### *The Other Ship*

The other ship is a three-masted ship similar in design to the *Teeth of Araska* flying a pirate flag. There is a vat between its aft and main sails. Most of the command crew recognize it as the *Bloody Vengeance*, an orc-crewed pirate ship under Captain Scarbelly, second in-command is an ogre named Aggro.

The *Bloody Vengeance* passes close by. Its orc crew lines the rails. They slam fists on shields while chanting, "Green blood on black rock" over and over again.

Klangin explains, "Green Blood on Black Rock is an annual monster on monster fight to win honor and fame."

Serpent, "I wish we had a monster... to enter into the tournament."

Wogan replies, "We could enter JJ."

The *Bloody Vengeance* is heading away from Drenchport to the coast.

Sindawe asks, “Is there a port there?”

Klangin explains, “No. You can only attend if you bring a monster. Fights are one on one. The monsters are dumped on the black rock. The sailors watch from their ships. The monsters are maddened ahead of time to put them in the mood. There’s even a pirate settlement nearby to offer services.” Klangin makes some hand gestures to indicate the types of services... several pirates interpret the gestures as “monster controlling” while others interpret them as “orc sex”.

### *Sail Repair*

The original Bunyip and Araskan sailors hang the new sails, while the rest of the crew sails. The rudder becomes jammed during the first hour and gets worse the second hour. The Bunyip crew takes 4 hours to repair their sail, the Araskans take 3 hours. The last two hours are uneventful as the weather lessens.

Hour 5 introduces a slippery deck that makes repairs and sailing difficult. Kahina is bashed around, then carried below for a quick *cure light wounds*. Several more hours of sailing go by without event, then the weather calms down to normal storms. They enter the fringes of the *Eye of Abendego* and within two days of Drenchport.

### *Overnight*

Overnight the vessel is “sailed in place” with a full shift team. The away team members gather to divide the loot. Samaritha identifies the angry Gozreh mask as a *Goz Mask*:

*Shortly after the Eye of Abendego began, a fanatical splinter-cult of [Gozreh](#) known as the Storm Kindlers flocked to the region, convinced the Eye was a manifestation of the*

*Storm Lord himself. The upper tier of this group created enchanted masks to aid in the navigation of the often storm-lashed swamps. The Storm Kindlers, however, were unprepared for the savagery and evil that had claimed the Sodden Lands, and they and their home were quickly wiped out. Today, many of these distinctive masks remain, now worn by humanoid chieftains and Koboto witch doctors. The masks are often defaced, with the original appearance twisted into a monstrous or demonic visage. Their new owners refer to them as Goz Masks.*

*A goz mask allows you to see through fog, smoke, and other obscuring vapors as if they did not exist (this ability functions underwater as well, allowing the wearer to see through thick silt and other aquatic precipitates). Additionally, you are treated as one size category larger than you are and gain a +4 bonus on all saving throws made to resist the effects of wind while wearing a goz mask. A goz mask allows its wearer to breathe water for 1 hour per day—these minutes need not be consecutive, but must be expended in minimum increments of 10 minutes each.*

The loot distribution:

- *Goz Mask* - Wogan
- jade jewelry (1200gp) - divvied
- *dust of appearance* (2, toss into air) – claimed by Sindawe
- *backpack of holding* - *Serpent*
- *circlet of persuasion* (+3 competence bonus on charisma based checks) - *Mase*
- 440 gp in jewelry, ointments, and colorful stones.
- 10 masterwork, light flails – *Wandering Dagger* crewmen (+1 hit, 1d8 damage)
- 4 masterwork, light shields – *Wandering Dagger* crewmen (+1 AC)
- 6 *potions of invisibility* – one per away team member

- 3 tanglefoot bags - Mitabu
- wand of bless (10) - Wogan
- wand resist energy (39) - Wogan
- +1 breastplate - Mase
- +1 light wooden shield - will be sold
- masterwork bone sickle - sold and divvied
- cloak of resistance +2 - Mitabu, who gives his +1 to Klangdin.
- ring of protection +1 - Klangdin
- a pouch of zombie dust - valuable to a juju practitioner
- platinum merchant scale worth 450gp - sold and divvied
- lacquer box worth 75gp - sold and divvied
- 12 pp, 51 gp - divided
- eight feather tokens - all are the oak tree - claimed by Sindawe (7) and Wogan (1)
- a candle of truth - used during the parley
- druid's vestment - awarded to Melella, because she is a druid and Serpent already has one.
- a shawl of life-keeping - sell it.
- a ring of mind shielding - Sindawe
- an amulet of the Terrorkind - Wogan
- Ledgers and contracts - cockled from moisture.
- some treant seeds... - Melella

## *Cliff Hanger*

Wogan is on the dog watch (2am to 6am). He raises the alarm and the command staff run out into the storm, to look directly into the eyes of death in the form of the father of all waterspouts, dead ahead.