

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 10/18/2015

TODAY'S EPISODE: HELL'S HARBOR

Our heroes have sailed into the *The Shackles* on their way further south. The pirates stop for repairs, supplies, and R&R at *Drenchport*, which gives Mase Venjum time to review documents taken from a long dead Chelaxian admiral's estate in the *Sodden Lands*. Mase has located the physical location of the *Terrorkin* (a pre-Eye Chelaxian submarine) – it is somewhere on the *Devil's Arches*. Wogan verifies the find with his ship locator spell, using the *Terrorkin's* control key as a focus. Paranoid Chelaxian exiles, pirates, treacherous waters, and ancient ruins await our heroes:

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.

New Crew

The *Teeth of Araska* sails for the *Devil's Arches*. Its major population center is *Hell's Harbor* ruled by the pirate lord *Arronax Endymion*. The *ToA* pirates seek the *Terrorkin*, a *Chelaxian* submarine lost during the events that raised the *Eye of Abendego*. The island and Arronax have a rich history:

Devil's Arches is the easternmost of the major islands of the Shackles. It is close to the mainland, and southeast of Whyrlis Rock. Arronax Endymion fled past the Arch of Aroden in his flagship Tyrannous in order to save his life. Six more ships crewed by mutineers who had sworn their personal fealty to him years ago accompanied him. Endymion's fleet managed to escape the pursuit by the Chelish Navy, by sailing directly into the roaring Eye of Abendego. His flotilla survived and two weeks later Endymion laid siege to Hell Harbor, sinking a dozen pirate vessels and overcoming the town's land defenses with ease.

He rules the port of Hell Harbor on the island known as Devil's Arches. He is a lover of traditional Chelish opera, performed in the original Azlanti (not to be confused with the modern style currently popular in Cheliox).

The admiral is worried that his new career will not have found favor in Cheliox, and has barred ethnic Chelioxians from his town. He is also seeking to exterminate the town's large imp population, in case some of them are Chelish spies.

Crewmen Daro climbs to the crow's nest, and gives out a cry of surprise. He drags out a tengu. Soon enough the pair are on deck surrounded by pirates.

Serpent, "What is your name?"

The tengu replies, "My name is Kutomo."

Wogan asks, "Why are you stowing away?"

Kutomo replies, "You must be going somewhere. I live for aimless adventure."

Wogan inquires about Kutomo's skills and is told, "A gift of gab, keen eyes, laying of golden eggs (once in a while), a skilled climber, and passable sailing skills."

Serpent believes the egg portion of the story.

Tommy puts Kutomo thru the sailor tests – they find him competent but not skilled. He is agile, quick, and rapier.

Captain Sindawe commands Lavender Lil and Samaritha to question Kutomo and determine his true allegiances and mission. They do so and report back. He seems harmless enough and his gold egg claim might be true.

Further discussion/interrogation reveals the bird man to be an expert liar or merely a traveler full of wanderlust. Several crewmen advocate for the tengu - pirates believe it is good luck to have a tengu on board ship, as they “soak up” bad luck.

Sindawe invites Kutomo to join, explaining, “Anything bad from here on out will be blamed on you. Your fault, my fault, no one’s fault... it doesn’t matter. We have had too many murderous guests aboard in recent months.”

Kutomo signs the Articles by dipping his beak in ink and poking a hole in the paper.

Wogan calls the crew up on deck. He notes that Lavender Lil and Maar Eidrson are vying for the crew’s attention. Wogan and the crew gift their captain an eye patch (*a pirate’s eye patch*).

Drenchport to Devil’s Arches

The pirates decide on Mezdrubal on the southwest end on Devils Arches, because it has a harbor and it’s not directly under Arronax’s rule. A pirate named Long Beard rules there – he has a love of fine jewelry and clothes. Extra bodies are put in the crow’s nest and on the prow to watch for shoals. Other precautions are taken and orders issued.

The trip would be 50 miles by the direct route, but the pirates decide on a longer route that involves fewer navigation hazards: south, then southwest between *Tempest Bay and Widow Maker Isle*, then southeast to *Port Peril* for pirating, then to Mezdrubal.

Port Peril is dangerous because it is home to the *Hurricane King*.

Looking For Trouble

The *Teeth of Araska* arrives in *Jeopardy Bay* without incident, then navigates to a likely shipping lane and waits. A short time later a fifty foot schooner with two lateen sails emerges from behind an atoll. It flies the *Port Peril* flag (a skull surrounded by hurricanes).

The schooner heads directly for *ToA*, its 4pounders hot. Pirates scramble to greet them in kind. Flag signals are exchanged – the schooner claims to be *Port Peril* navy and wants to board for inspection. Captain Sindawe’s long “fuck you” reply is replaced with “surrender to us”, plus Samaritha’s *major image* spell of a gigantic moray eel.

The action takes place at medium range for cannon and long range for spells. Wogan directs the gun crew, Serpent watches for signs of surrender, and Sindawe maneuvers for a crossing of the T. The T is successful – Wogan gets a hit (4rpts) to the aft mast, leaving it broken.

The crew cheers.

Serpent yells, “Good shooting. You did exactly what I told you to do.”

The schooner threads the needle between the *ToA* and the *illusionary giant eel*, firing at both. One hit and one miss on the *ToA* – 10pts on the aft hull section #7. One shot hits the eel; the pirates continue to believe in it and Samaritha changes its eyes to a blood red.

The *ToA* wins the initiative and speed – it moves to close contact allowing for crossbows, thrown weapons, short range spells, and so on. Serpent gets a fly spell from Samaritha and flies off the far side of the *ToA* and then around back and onto the schooner. Cannon crews reload. A schooner murder gun shoots and misses all soft targets.

The *ToA* closes and its crew throws grapple lines. Crew continue loading cannon.

Sindawe orders, “Wogan, hit them with a *sleet spell* – shut those cannon down!”

Wogan does so, coating their deck and cannon with sleet. The ground is icy and small fires are extinguished.

Serpent screams out, “This is GREAT! It reminds me of homeland of Viking Ville in Norselandia!”

Sindawe screams, “Murder guns fire!”

They fire grapeshot – 18 and 22pts – five men die. Three units (10 men) of *ToA* pirates wait to board the schooner in waves – Bunyip, *ToA* originals, and Wandering Dagger. Other crew throw more grappling hooks.

Serpent flies the schooner deck – he spots an officer just he fires a crossbow bolt (3pts) at Serpent. He flies upon and strikes the pirate officer with a hammering staff blow (22pts).

Wogan watches the first unit of boarders disappear into the sleet, then casts *bleed* on the next set of boarders. The schooner crew loses a chance to cut more grapples as they slip around a lot in the sleet. The *ToA* boarders kill a schooner pirate in the sleet.

Wogan dons his *Gozreh Mask*, which allows him to see thru the sleet. He shoots a schooner officer with his short musket. Serpent kills the pirate officer opposite him with a series of staff blows just as a second pirate officer joins the fight. The schooner captain slips on the ice.

Wogan sees the schooner captain throw a package overboard – he orders JJ, the sea homunculus to go after it. Then he shoots the cannon officer again.

More grapples are thrown. Serpent kills the other pirate officer. Sindawe's flurry of blows (non-lethal) knock out Lefty and several schooner pirates. The pirate rank and file exchange blows with the *ToA* coming out on top.

JJ sees the overboard package and swims for it. The schooner captain slashes an unnamed *ToA* pirate. Wogan orders more grapples thrown - more grapples are thrown. He takes another shot at the cannon officer. Serpent flies into a group of pirates – he strikes down two schooner crewmen and misses friendlies. The *ToA* crewmen kill more schooner crew.

The schooner crew number four at this point, but cannot see thru the sleet to under their situation. Serpent uses his hat of disguise to look like Sindawe. Wogan, thanks to his Gozreh Mask, see Serpent turn into Sindawe.

The *ToA* pirates continue slaughtering the schooner pirates in the sleet. The schooner captain stabs Sindawe with a rapier (12pts).

On the last round of the *sleet storm*, Wogan demands, "Schooner captain surrender! *Araska* crew give a cheer!" They shout. The schooner captain makes a similar demand of his crew. Wogan sees two of his crewmen scream encouragements to the schooner captain.

The schooner captain decides to fight on. Serpent rings the cannon officer's bell with a series of staff slaps. Sindawe punches the schooner captain several times (28pts).

The Sleet Storm Ends

The sleet storm ends. The schooner captain witnesses the carnage on his deck; most of his crew are down.

The schooner captain yells, “We surrender!”

Serpent disguised as Sindawe points at Sindawe and screams, “Doppelganger!!!”

ToA pirates stab and slash at the real Sindawe (19pts).

Serpent changes back and yells, “Joke!”

Wogan screams, “Stop! That’s the captain.” Pirates back up.

Wogan asks, “Prisoners?”

Sindawe answers, “Yes.” He clamps a hand down on a wound.

Wogan’s healing burst saves a few more schooner crew – six crew, the captain, and one officer. The captain has a tattooed red/black horned skull on the side of his head.

Kutomo informs, “The tattoo identifies him as an original member of Arronax Endymion’s crew.”

The surrender is taken though the schooner captain does so only grudgingly. The captives are marched into the brig. A crowded brig.

Serpent takes inventory of the schooner, which is a small naval sloop named *the Solution*:

- There are 4 4pounders – one will be added to tail and other three will be stored as spares.
- One ship’s unit of stores.
- Some shot and powder.
- Crewmen loot personal kits and weapons.

- The box dropped overboard by the *Solution's* captain and recovered by JJ is a ship's log in code with a spell that boosts the effect of *locate object* spell. The log is kept and the box is jettisoned. The *Solution* is set adrift.

Ship's stats

- Stores: example – food, water. 500gp/week. The ship has 3.
- Supplies: example – wood, rope, canvas. 500gp/unit. The ship has 3.
- Repairs: 10gp/hp if crew is doing the work. Just repaired 670gp at Drenchport.
- Ship's Kitty: 850gp (furniture), 50gp (broken dishes contest).

Agenda for the trip south and eventual return to Riddle Port:

- Ship disguise - South of the Shackles the ToA will get converted at Rickety Squibs
- Locate and capture Tammerhawk to collect bounty in Riddle Port
- Closure on Tommy Black Toes pirate ghost quest
- The original ToA's crew is polled on their ship's history in various Shackles' ports on a 0-5 daggers scale 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* ruled by *Kerdak Bonefist, lord of the Shackles Pirates* - 4
 - *Ollo* under *Avimar Sorrinash* – 2
- Given that the course is: Out of the Eye, to Drenchport, then skirt the Shackles to Ollo, then south from there.

- “If you plan on staying on in the Shackles you should sign on with someone to become a Free Captain. If not, then just watch yourself. Free Captains get approved by the Hurricane