

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY II/OI/2015

### TODAY'S EPISODE: DEVIL'S ARCHES

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. The pirates plan on snatching a shipment or two en route to the *Devil's Arches*. 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.

### *Next Victim Please*

The *Teeth of Araska* crew sets a captured naval sloop, *the Solution*, adrift. The prisoners are in the brig. The *ToA* raises sails and is off to find fat merchant vessels. None are found the rest of that day.

The next day provides a stiff wind that pushes the ship toward shallows; much expert sailing is required to escape.

Day three – Prand is in the crow’s nest; he spots smoke in the distance. The *Teeth of Araska* sails close, bringing a 90’ long caravel into sight. There is smoke coming from it but no flames.

The *Solution’s* captain is dragged out of the brig to supply intelligence on the smoking vessel. He refuses despite threats and offers of rum and coffee.

The captain argues, “You are a priest of Gozreh. He doesn’t truck with such behavior.”

Wogan replies, “Yes, he does. He doesn’t care how you are treated.”

Wogan tries his spyglass again. There are unmoving bodies on deck.

Sindawe orders, “Serpent get a *fly* spell from your wife – go investigate that vessel.” He directs crewmen to return the *Solution’s* captain to the brig – said individual struggles mightily.

Serpent *flies* over after Samaritha casts *fly* upon him. The vessel’s name is *Omen*.

Cannon ports on the smoking vessel are thrown open.

Admiral Ackbar screams, “It’s a trap!” Everyone hungers for cereal.

Kutomo does a sassy chicken walk up and down the deck. Two of the cannon misfire; two do not. Eighteen pound cannon balls rip a pair of holes in the *Teeth of Araska’s* hull. Shivers spray the crew.

Serpent swoops past the deck, noting its pirate crew. The *ToA* attempts to cross the T against the *Omen*, which swings on its anchor to keep the *ToA* in its broadside. The *ToA’s* guns knock out one mast and injure the hull at three points. Wogan orders the guns reloaded and uses a positive energy burst to heal the wounded.

Serpent yells out, "Parley!"

An Omen officer demands, "Surrender!"

Serpent argues, "We are a pirate vessel, not a merchant."

The Omen officer replies, "We'll be the judge of that; show us your hold!"

Serpent replies, "No way!"

The Omen officer orders, "Bring that one down!"

Serpent drinks a potion to become *invisible*, then flies away.

A wizard onboard the *Omen* hits the *TōA* with a fireball – it kills crewmen (hits the ex-slave unit) and damages another hull section. The *Omen's* anchor is cut loose as crew deploy sails. However, its missing mast reduces its handsome 10 knot speed is cut to 7.

Ten *TōA* pirates (the old Araskans) are sent below to repair one of the hull units that is just past half damage – they lead off by pumping out water. Samaritha shoots a fireball back at a damaged hull section. Sindawe shouts orders for the *TōA* to escape. The chase begins with both ships at close range. Serpent flies after the ship.

Wogan casts *lower water* upon the *Omen* which slows them down and opens the range from close to short. That becomes medium range. Another unit of pirates is sent below to repair damage; three units are sailing, one is gunning, and the last two are repairing.

Wogan commands the aft guns, hitting once and further damaging a wounded hull section. Another healing burst recovers one member of a wounded pirate unit. Samaritha casts an illusion spell, putting a whirl pool in the *Omen's* path. It attempts to dodge around it, fails and sails thru it. The range opens to long. And a repair is made to a broken hull section moving it not broken.

Wogan understands that the *Omen* has long chase guns, so activates the *eversmoking bottle* to provide cover. Mitabu engineers a sea mine from a barrel of gun powder. The chase continues with the distance spreading to “in sight”, then “fucking gone”. The pirates cheer their escape.

### *To Mezdrubal*

The pirates set sail for Mezdrubal on the southwest end of Devil’s Arches, because it has a harbor and it’s not directly under Arronax’s rule. A pirate named Longbeard rules there – he has a love of fine jewelry and clothes. Beyond that he’s the type who keeps a meat filled gibbet near the docks.

The plan is to leave Tommy Black Toes in command, while Serpent, Wogan, Sindawe, Mitabu, and Mase Venjum scout for the *Terrorkin*. The ship cannot enter port and stay for any length of time because word would get back to *Hell’s Harbor* where the *ToA* is on the hate list.

Tasty Mike offers to go along but is turned down because he is “Sindawe’s number one man aboard the *ToA*... and is therefore needed aboard the vessel.”

The *ToA* drops anchor an hour before sun down. The long boat delivers the away team to shore about 5 miles from Mezdrubal.

Thalios Dondrel warns Sindawe, “Don’t be trusting that one <Mitabu>.”

Sindawe nods, “Return here every three days. If you see a lantern just before sun up or just after sun down, come pick us up.”

The away team travels along the beach, deciding to leave the jungle for later. An hour later they come to an inlet where Bonuwat men fish with spears.

Wogan asks Sindawe (also a Bonuwat), “Do you know any of them?”

Mitabu skulks up, "I don't think those guys are normal. They move funny, like there's more beneath the water than their torsos."

The pirates swing wide of the fishermen. Both groups stare at each other.

Later the pirates encounter an ancient ruined tower, which they bypass. Then the lights of Mezdrubal. The jungle is cleared around the village for a distance of three dance clubs. The open area's perimeter is lit by torches. Sindawe and Mitabu sneak up to the torch light's edge for recon. The village lacks a palisade. They watch a patrol of four spear carrying Bonuwat pass by. At the half way point in the DMZ is a concealed bunker like structure.

The pair scout in the direction the spear carriers came from but make too much noise. The spear men investigate but don't leave the torchlight. Mitabu imitates a wart hog which interests the hungry guards. Mitabu lays a trap, then the pair depart. A hungry guard trips the trap while searching for the wart hog. He squeals and yells and flops around like a Spanish soccer player.

The guards take their injured companion to the bunker, where several pirate types emerge to hear the report. The bunker men don't seem concerned and send the guards into village.

Reunited, Sindawe reports, "Bunkers and guards inside the perimeter."

Serpent asks, "We can sneak in?"

Wogan replies, "I can cast a *silence* spell."

Sindawe offers up, "Sure. Let's do it."

*Inside*

This operation works and soon enough the pirates are in the village. They head towards the noisiest building, which is a tavern (sign with a goblin in a gibbet) near the docks. Dockside are sloops and smaller ships.

Wogan and Sindawe argue about the tavern's name based on its sign. The pirates enter the tavern, which is populated by pirate and wench types. The harpiscord stops as all the denizens eye Sindawe and crew.

"I am told this is toughest tavern in town."

The bartender answers, "Yes, it is."

Serpent says, "Drinks all around!" The harpiscord resumes.

Sindawe asks, "What's the name of this place?"

"The Gibbeted Goblin." Small sums of money and smacks are exchanged. "Who are you?"

"We are sailors off the Wendigo. Our ship sunk nearby and we swam ashore. We got suckered in by the old wounded merchant trick. We going to try our luck in *Hell's Harbor*."

The house special is rum and coffee which Wogan declares a heresy.

"Anyone sell maps?"

"Oh you probably want to sail to *Hell's Harbor*. Overland is dangerous."

"What sort of wildlife do you have here?"

"Lots of bad stuff. And areas of the island are off limits, like the *City of Bleeding Stones*."

"Oh, that sounds dangerous. Why do they call it that?"

"I don't know. And there's a bunch of cyclops ruins around here too. All of them have a big arch in them."

“What sort of arch?”

“A bad arch sort of thing. They call them devil’s arches.”

“Well, are there overland guides? We are low on funds and we are shy about sailing... probably for a week.”

“Uh, there are some. Maybe somewhere. But you need Longbeard’s permission. He might have a map.”

Inquires for a place to stay produce: stay at the *Gibbeted Goblin’s* common room when the bartender closes up. Or *Madame Katie’s* for the *all night special*.

*Longbeard hears a story...*

The quintet rents the common room when the place closes at 4am. The bartender locks up the liquor and goes to bed. They barricade the front door, then vie for non-urine coated floor sections on which to sleep. The start of new day starts at 10am, because pirates are lazy.

The group heads out into the new day. There are five sailing ships at dock and twice that many fishing vessels. They head to the bazaar that sells to the sailors.

The pirates ask the natives about overland travel. They are told it is difficult because:

- Monsters
- Tribal territories
- White man rules about non-natives traveling overland

They purchase a very common map to the City of Bleeding Stones. After examining it they decide it is time to get permission, so they head over to Longbeard’s estate.

At the stoned walled manor house soldiers and pirates bar their way until they explain their business, “We need Longbeard’s permission. We are here to get his permission.” A guard is sent to the house to set up the meeting.

Additional guards arrive to exchange bets on the outcome of their visit with Long Beard. The group is escorted by tough looking guards to the house. The insides are well appointed and staffed by more guards and trio of very attractive women disguised as maids. Longbeard sits atop a gilded throne. He is encrusted in jewelry. His beard is long and ringleted.

“Visitors to my fine city. What do you want?”

Sindawe explains their plight.

He offers to sell or enslave their assassiny asses.

Wogan offers the *half-cape of life keeping* to Long Beard. He is impressed by the magic item. “I accept your humble gift.”

Longbeard takes a hate to Serpent.

Diplomacy checks are failed by Serpent and Sindawe.

Longbeard threatens Serpent.

Sindawe offers, “I understand your hatred of my companion. He is strange. But he can reshape your dislike into positive energy by letting him kill someone for your benefit. Like that man over there <Sindawe points at a random pirate>. He’s been starting at your maid this whole time.”

Long Beard declares, “A weaponless fight between that guy and the weirdo. Loser goes on the gibbet.”

Serpent declares, “OK! Where’s this weirdo I have to fight?”

The fight is between Longbeard's torturer and Serpent. No weapons. And both men are stripped by a small squad of guards. Then they are greased up – Wogan makes reference to Jason Statham's homoerotic fight scene from the Transporter. A small band puts on dramatic music for the moment.

The fight begins – the torturer swings first (9pts), "I'm an expert in inflicting pain."

Serpent screams, "Rrrrrrahhh!!!" He hits with three swings and a finishing Mike Tyson style bite (69pts). The torturer drops unconscious.

Serpent screams, "For the Glory of Gozreh!!!" A bucket of water is thrown on Serpent to cool his rage.

The torturer is dragged off to the gibbet. "You got knocked the fuck out!" exclaim his soon-to-be-ex-comrades.

Wogan asks, "Is there a pass?"

Long Beard replies, "Sure. My mapper will show you the way."

A guard escorts them to the navigator's quarters. He tells the navigator, "Long Beard gave them permission to go overland."

The navigator, Fonzso, grudgingly helps. He offers, "Travel along the beach." Wogan counters with "We have to go to Pez first, then overland to Hell's Harbor."

He pulls out maps showing the island (50' miles at its widest) and begins pointing out areas of interest.

People who go to the City of Bleeding Stones come back with different personalities. The arches are bare but the rest of the ruins are heavy on depressing and alien carvings.

Some sort of spirits live around the lake. Drive people crazy.

The locals' attitude towards white men ranges between thievery and helpful. Cannibals sometimes come in from the sea, but the local tribes aren't cannibals.

Anywhere near his castle and the river leading up to it are a no go zone for the Admiral and are well patrolled. He's afraid of Chelaxian assassins and spies. Another section off limits is the south east of the second river mouth – claims it is to protect against Chelish pathfinders but probably it is his treasure hiding area. And there's also a no go island off the south coast, east of Mezdrubal.

“Hell's Harbor doesn't welcome visitors. They get inspected and questioned, especially arriving from overland. I'll give you some papers from Long Beard saying he gave you permission.”

The pirates receive permission papers and a map.

Wogan asks, “Where is the ambush?”

The navigator answers, “Uh... they would do it in here in town. They aren't that ambitious.”

## 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 Riddleport:

- 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 King at Port Peril.”