

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY II/15/2015

TODAY'S EPISODE: DEVIL'S ARCHES, PART II

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*... he believes the Terrorkin lies somewhere on *Devil's Arches*. They then travel to the town of *Mezdrubal* on that island to obtain intel and a travel pass. The pirates plan on marching the island's interior to find the Terrorkin. Paranoid Chelaxian exiles, pirates, treacherous jungles, 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.

The Beach

Sindawe, Wogan, Serpent, Matibu, and Mace Venjum start their trip by arguing where to go. Wogan's ship locating spell indicates somewhere on the island... or near it. This means the group will have to search everywhere. And be wary of yellow fever, malaria, and gummy eyeness.

They elect to travel along the beach toward the town of Pez and eyeball the forbidden island along that route. The first day's travel brings sand, surf, sun, and the occasional cloud of black flies. A huge crab attacks the group and dies and gives up a claw for their dinner. The pirates also meet some local Mwangi.

The local Mwangi ask their business, listen to their lies, and invite the pirates back to their village. The village lies inside the jungle. The locals are armed with spears and shield. They wear leather armor, bare feet, and bits of trade goods including red cloth.

Sindawe communicates with them in Polygot and also pretends to translate when the locals use their own language. The chief's woman gifts them a bag containing coconuts and palm oil. Sindawe gifts his set of noble's clothing. The woman disappears and a short time later the chief emerges wearing the gift.

The chief is 45yrs old. He greets the pirates. Everyone is excited about the giant crab claw for dinner. Small talk occurs – they are hunters, gathers, and fishers. Some travel further out. The chief orders half the village off to foodify the giant crab's remains. Serpent speculates that pickled crab is the worst.

The locals know about the no-go island off their coast. The admiral's men forcibly removed all the Mwangi from the island. The island is cursed and/or haunted. There is also a witch doctor woman on this island, yet close to no-go island. They think the white men patrol around the island but do not land on it. The local dialect name for the island translates to chimera. And the pirates found out their map is missing an island next to no-go island.

The pirates negotiate for 49 meals worth of rations and two guides/warriors for 100gp. The deal is struck. The crab is eaten. Locals dressed as ox and other animals perform a dance

ceremony. The chief offers his wives. Sindawe selects one with wild eyes that seems a likely conduit to his goddess, Mama Watanna. The others sleep in a communal hut.

Sindawe's evening is spent with the wild eyed woman on the beach. They step through even increasing snakes slithering along the beach and wade into the shallow surf. The woman transforms into Mama Watanna. They greet each other then discuss the island.

Mam drops some bad news on Sindawe about the Terrorkin. "The northerners' device should not be let lose upon the world. The spirit of turtle cries out and seeks to be put to rest."

Sindawe asks how to do that... put it to rest. Mama says, "I do not know."

What is the danger of the device? She replies, "You ask so many questions."

They writhe beneath the Mwangi moon.

After she says to Sindawe, "I am glad you are closer. The evil in the south grows. More so than the corrupted turtle spirit. Come quickly!"

The guides, Kenpayah and Dolo, are ready the next day. One is talkative and the other is not. They travel along the beach toward the trio of islands (large, no-go, and unmarked). The guides recommend traveling thru the jungle to avoid being seen by the natives who live on the largest island. Eventually they reach the area where the witch doctor woman lives. The plan is to make noise as they travel to get her attention.

An old Mwangi woman, stooped with age, appears out of the jungle. "Who calls for me?"

Introductions are made. The woman's name is Tanesee. Wogan eyeballs the woman for religious trappings but finds none. She has a bag of picked flora. The pirates ask about the trio of islands and other points of interest. She invites them to her hut.

En route Sindawe trips over a dead Mwangi. Wogan checks the corpse – he determines exsanguination over many days is the cause. The wound isn't a puncture so vampires or rather regular vampires are eliminated immediately. The locals are quizzed about blood sucking monsters – they offer up orangutans, giant insects, killer vines, etc...

The witch doctor is asked. She replies, “Yes, I find bodies like this sometimes. More of them recently. Let us not linger.”

Tanesee starts a small fire for tea while pleasantries are exchanged. The pirates ask about the trio of islands and the ruins inland. She happily rambles on about all of these.

When the white men came and chased everyone off the island that was not the first time. They came before that, before the great storm. They came to the island – their flag was red and black (Chelaxian). They conducted great sorcery here in the cove – they were able to raise and lower the water in the cove to access a cave in one of the islands. They worked in secrecy and at night. But I have not seen it since the *Eye of Abendego* came. Some of the command staff work through their poor grasp of history and think “that’s odd, the Eye formed a long time ago...”

The stories go on into dark. Tanesee throws more wood on the fire. Mase falls asleep in the corner.

“I can teach the secret of lowering the water but I need something in return.”

“Oh, what would you like?”

“I will settle for your blood.”

Her skin sloughs off as if skinned and she grins at them, all bloody and muscly. The guides run off shrieking.

Sindawe says, “Does it have to be our blood? How about those guys that just ran off?”

A skinned Tanesee nods in agreement. Sindawe runs after the fleeing guides. Wogan tries to wake Mase and fails, then switches to dragging him out of the hut. Serpent stands guard.

Tanesee babbles in Polygot at them. Mitabu translates, "She says it is rude to leave the hospitality of her hut."

An unhappy truce holds until Sindawe returns, having bludgeoned both guide unconscious.

In return for the guides, Tanesee promises to not harm the pirates and how the white men lower the water. Being skinless and a monster makes her difficult to read with sense motive.

Tanesee touches both guides and they fall into a deep sleep.

She says, "Follow me to the cove."

They follow in her bloody foot prints.

On the starlit beach, she explains, "The white men would row a boat to the cove's center. A silver symbol was lowered on silver line five fathom's in length into the water. The water then lowered. The symbol was an eye with two wings."

Wogan identifies the eye with two wings as the holy symbol of Aroden, the dead god.

Sindawe complains, "We don't have either a silver symbol or line."

Tanesee says, "I might have found such things on my travels."

Wogan replies, "We gave you two natives already!"

Sindawe asks, "What do you want?"

"Magic or valuables."

Serpent produces a mithral kukri. She finds this acceptable.

Tanesee leads them to another jungle location, digs at the ground, and pulls out a silver symbol of Aroden on five fathoms of silver string. She hands them over.

She points up the cove, "There are free canoes that direction."

She transforms into a floating ball of fire that flies away trailing cackling laughter.

Serpent states, "You have really scary monsters in this part of the world."

Sindawe replies, "Yes. That's why I prefer the north. Less scary monsters."

The pirates find the pile of canoes hidden several hundred feet inside the jungle. They choose a recent addition to the pile that is large enough for their party of five. They return to the beach and row out into the cove.

Mace awakens about then. Sindawe and Serpent catches him up on recent events minus dead guides (or soon to be dead) and skinless vampire Mwangi. Some things, Chelaxians are happier not knowing.

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).

Loot and equipment

- Travel papers and a map of the Devil's Arches interior obtained at *Mezdrubal* from Long Beard and his navigator Fonzo.

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
 - *Slipcoze 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

- *Olo* under *Avimar Sorrinash* – 2
- Given that the course is: Out of the Eye, to Drenchport, then skirt the Shackles to Olo, 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