

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 05/17/2015

### TODAY'S EPISODE: THE SEA QUEEN'S PEARL

Our heroes are on Mediogalti Island for repairs and supplies. They shared a dream of a melded Gozreh/Desna goddess telling them to take back the *Sea Queen's Pearl* from its thief, pirate Captain Tarin. Some light investigation got them the location of Tarin's Mediogalti hideout, which they will approach landside using a local safari company to find their way overland. Will they survive the man-eating plants, folks building ice factories, carnivorous apes, poor planning, and their own murderous natures?

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.

### *Safari Overland on Mediogalti Island*

The overland team is composed of Sindawe, Wogan, Serpent, Saluthra, Hatshepsut, Klangin, Rucia, Little Mike, Slasher Jim, and Billy Breadbasket. The safari company includes guides Erandlon (half-elf) and Bukjis Tallwoman (a tall woman), plus one kobold porter per

medium sized person... minus two from a treant attack the day before. This is a full service safari so all equipment, food, and water is provided.

This is the third day of their travel and the safari encounters a vegepygmy ambush just moments before walking into it. Sindawe spots an ambusher and shouts a warning. The pirates pull weapons; some charge and others shoot crossbows. The initial fight goes well for the pirates with the vegepygmies inflicting only light wounds as they are cut down by the pirates and safari guides. Then more vegepygmies emerge from the jungle and their chieftain attacks the safari from behind, infecting Little Mike with russet mold.

Hatshepsut uses her negative energy bursts to great effect by charging amongst the vegepygmies and burning them into dried husks. Wogan blasts the chieftain with *searing light* as the monster infects Billy Breadbasket with russet mold. Serpent chops vegepygmies down with his axe. Sindawe tries out his new *shirt of immolation* by grappling opponents and burning them alive. The vegepygmies fight to last plant.

Wogan is able to save the infected by pouring alcohol on their infected bits. Serpent applies *lesser restoration* equally to Billy and Little Mike, despite Billy's offer of a *Rusty Venture* for preferential treatment.

Meanwhile Erandeln and Bukjis round up the fled kobolds. Then a heavy rain starts to fall.

Wogan points at a dead vegepygmy and asks Erandlon, "Can we turn them into alcohol?"

Erandlon replies, "Yeah, we know a guy who did that once. Once. He urinated russet mold. Then everything he touched turned to russet mold."

The guides lead for four more hours, then make camp and announce, “Tarin’s hideout is about 2 miles that direction.”

Wogan asks about the cove and is told, “The cove is narrow and deep with rock walls forming fangs (if viewed from overhead) that juts 2/3’s of the way across the entrance. Each side of the entrance also has a peak with a redoubt. Tarin’s hideout would probably be in an old redoubt on a peak, the central one amongst the three near the cove. The peaks are 100’ tall.”

### *Recon*

Wogan, Sindawe, and Serpent head off in that direction, seeking a vantage point to observe the area. They decide that stealth is important but less important than avoiding ambush and carnivorous plants. They advance carefully, aided by the heavy rain.

The approach to the central redoubt peak is uneventful. Multiple human, humanoid, and sheep skeletons litter the area. They appear to have been crushed. Wogan speculates that they were not “crushed” by being thrown from the peak. The bones are clean of flesh. Serpent spots an *assassin vine* with an unusual striation of orange on its leaves. Later the guides will say, “Color equals poisonous here in the jungle.”

The redoubt is a tall stone tower at the rear of the peak. The rear of the peak is mostly sheer stone with spots of stubborn vegetation. They duck beneath a low tree to avoid the eyes of a sentry walking the peak edge above. It is from this position that the pirates spot several more assassin vines.

The pirates retreat, avoiding several more assassin vines, and watch the tower with spyglasses. The tower has arrows slits and is topped with crenellations. There is also a canvas sheet tent covering stacks of stone shot. The pirates decide to return with a murder team at night

and climb the cliff. Serpent plants crossbow quarrels to mark a safe path through the assassin vines. They decide the murder team will be: Sindawe, Serpent, Saluthra (a large-sized snake), Wogan, Hatshepsut, Klangin, Slasher Jim, Little Mike and Billy Breadbasket.

Rucia is left behind with the guides and porters at base camp as she is a non-combatant and sleeping deeply.

### *Magical Murder Team*

The team departs at midnight under the cover of dark and heavy rain. Klangdin and Serpent lead the team in, using dark vision and low-light vision to navigate the quarrels and a lone assassin vine that wandered outside its marked territory. Sindawe shares a potion of *communal spider climb* amongst the team, while Serpent and Saluthra will rely on their climb speeds and he uses his *slippers of spider climb*.

The climb goes smoothly until 40' from the top a magic mouth announces, "Prepare to repel boarders!" Wogan silences it with a spell by the same name while the others quicken their climb. The defenders are slow to rouse, but rouse none the less.

The tower defenders toss torches down to the ground around the tower illuminating the murder team. The plateau is 90' across and roughly round. The tower is 30' a side and 25' tall. The sentries seen earlier are gone; they withdrawn into the tower at night.

Sindawe attempts to shout orders but is thwarted by the *silence* spell. He runs to the tower and starts climbing followed by most of the team. Billy Breadbasket and Wogan give cover fire with light crossbow and pistols. Saluthra follows at her slower snake speed.

The pair of guards at the tower top watch the wave of pirates rush across the open ground and rapidly climb the tower. One shouts, "Vampires!"

The other shouts, "Use the shrapnel bomb!"

The pair light and throw a large homemade looking bomb down. The bomb peppers the pirates and the snake, but is too far away to do much damage. It also knocks Little Mike off the tower.

Sindawe climbs to the top and throws a sentry off the top while screaming, "Murder hobos!" Billy Breadbasket charges up and stabs that sentry where he fell. Klangin arrives at the top next and axes down the remaining sentry on the ramparts also while screaming, "Murder HOBOS!"

More pirates pour over the top as Serpent rushes to the ladder down where he spies an exterior hallway with arrow slits pointing out. Several crossbow armed men stare back at him. Behind them a foppishly dressed half-elf tops the stairs followed by more defenders.

Hatshepsut drops down the ladder hole followed by Sindawe. The pair avoid the half-elf's *grease* spell. Klangin follows them, and runs amongst the defenders swinging her axe. Slasher Jim follows with trident and switchblade. More pirates drop in and wade into the defenders. It is mob vs mob.

On top the tower Saluthra begins swallowing the dead pirate. Down below Wogan, Little Mike and Billy kill the dropped sentry.

Sindawe closes with the half-elf and grapples; the half-elf takes 16pts of fire damage from Sindawe's *sbirt of immolation*. The half-elf casts *grease* on himself, but this does not save him from a second grappling of fire. Sindawe finishes the man with a series of punches to the face.

Captain Tarin appears behind Serpent in the packed hallway thanks to invisibility. He leverages these advantages to run his poisoned rapier through Serpent only once; Serpent's excellent armor and *uncanny dodge* protect him from several more stabs. Serpent shakes off the poison as Hatshepsut heals him with a *cure moderate wounds* spell.

Tarin continues attacking with rapier and dagger against Serpent's staff. The pair exchange a flurry of blows until Tarin drops. The very bloody and wounded Serpent turns his staff upon Tarin's crewmen. Meanwhile the rest of the team murders defenders in the narrow hallway. Wogan having climbed to the tower top, casts a maximized cure spell, descends the ladder, slips in the *grease* spell, then slowly slides his way toward Serpent.

Outside Little Mike and Billy decide to go for the two stone bombardts at the peak's front. Maybe they can hit the *Silver Narwhal* anchored down below. Little Mike directs the loading.

Inside the tower, the pirates are rushed by another unit of defenders (10 men). Hatshepsut and Sindawe murder the first three with flurry of blows. Klangin and Slasher Jim murder another man each. Serpent drops out of rage and drinks a cure potion. Wogan touches Serpent with his *cure serious wounds* spell (cast under a *metamagic rod* that allows *silenced spells*). Serpent is nearly healed.

Another brutal round of combat kills the remaining *Silver Narwhal* defenders. Wogan uses a healing burst on his comrades.

Sindawe leads Hatshepsut and Klangin outside. They see a line of torches following the path up to the peak; they are still far off. The ship in the cove below is a riot of activity.

Sindawe shouts orders, "Wogan take over the bombard. Slow those men up. Klangin, help your man... I mean Wogan."

Klangin picks up a stone shell solo and flexes her muscles for Wogan.

Wogan shoots Sindawe a dirty look, then shouts orders.

Sindawe, Hatshepsut and Serpent go back inside to search for the *Sea Queen's Pearl* and other valuables. The ground floor is common fighting man quarters and kitchen. The second floor has two officers' rooms. The lock boxes reveal cheap cologne, fancy clothes, and some toiletries.

Gren the half-elf's body is found inside his room, skinned and scalped. His valuables are stacked neatly to one side: two potions of cure moderate wounds, wand of magic missile (CL 3, 24 charges), +1 studded leather, masterwork rapier, masterwork dagger, cloak of resistance +1, a black pearl (200gp), and 175 gp.

The dead crewmen hold another 2000gp, plus masterwork gear which the pirates cannot afford to loot right now.

The captain's easily identified personal valuables: mithral chain shirt, a sea chest key, and a one foot tall statuette formed from pearl. The statuette's features belong to Desna and Gozreh. Sindawe's *incandescent blue ioun stone* stops spinning and sinks into the statuette. Sindawe gains a +1 insight bonus to profession sailor if he is grasping the statue. It already contains two *ioun stones*, an *iridescent spindle* and a *dark blue rhomboid*. Its surface gains more blue as his stone joins them.

The captain's room is a mess and smells of smoked narcotics. The locked sea chest is opened using a key from the unconscious Tarin. Golden light spills out from the opened chest. Art objects, coins, gems, and jewelry (5 plunder units). There is also 3 potions of cure moderate and 8 potions of cure light. A bedside table holds a pipe and dried leaves; Sindawe bags them.

A cannon shot reminds them that danger approaches.

## *The Retreat*

Wogan's first bombard shot punishes the approaching torch holders. Then he notes the *Silver Narwhal's* guns are being redirected at him. He orders a retreat.

Inside the tower, Wogan screams, "They are pointing cannon at us. We need to leave."

The pirates check the cellar finding empty slave cages, food, water, and common weapons. The pirates button up the tower and retreat to the back and top. Sindawe shares another *communal spider climb* potion. Klangin carries the unconscious captain Tarin. Serpent and Sindawe carry the heavy sea chest down between them. The others carry the remaining loot. They climb down the cliff into the dark jungle below, leaving only a pile of chopped up corpses.