

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 07/12/2015

### TODAY'S EPISODE: THE KEY TO WAR MACHINE, PART I

Our heroes are sailing the *Eye of Abendego* in search of a pre-Eye Chelaxian war machine located in the *Sodden Lands*. Ship's officer and ex-Chelaxian captain, Mase Venjum, knows its location and the secret to operating it. The trip through the *Eye* has been harsh and dangerous; only hours earlier a ship's boat knocked Samaritha overboard. There is slim hope she will survive, let alone reunite with the ship. 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.

### *Left Behind*

Samaritha treads water while watching *The Teeth of Araska* sail away. The *Eye of Abendego's* storms beat down on both of them. She manages to cast *fly*, but the high winds batter her back down into the water on her first three attempts. When she finally breaks free the ship is no longer in sight.

Back aboard the *Teeth of Araska*, the storm ends at hour eleven, around 1:00am. The ship is halted. *Continual light* torches are strung up to help guide the missing wizard back.

Serpent declares, "We have to find her."

Sindawe replies, "I can't risk the ship and sixty-plus crew waiting for her. We sail in place until dawn, then set sail for the coast."

Orders are issued and the second shift is brought on duty.

Wogan says, "I can manage a spell to try and contact her tomorrow."

Crewmen warily watch Serpent and are relieved to see he doesn't flip out.

### *A Lonely Night*

The next morning Wogan and Serpent discuss the spell's logistics (25 words or less out, 25 words or less back). There are no landmarks inside the storm, or rather there might be some, but how would you find them? Wogan sends: "Are you safe? Where are you?"

After a moment, Samaritha responds. "Safe for now. In magic hut. Two hours left. One mile east of last known location. Tell Serpent to take care of our egg." The command crew largely chews over their own thoughts about the situation in silence.

A lucky break in the weather enables the *Araska* to use a sextant and astrolabe to fix their own position. The pirates plot a course using charts and decide the trip will take an hour. Orders are issued. The crew steps lively, sheets are added, etc... They arrive at the location and search, but do not spot her. Wogan uses a second spell, "We are in the area. Cannot see you. Signal us."

Samaritha responds, "Will do."

Hatshepsut spots something from her position in the crow's nest, "A flash there in the southwest." The navigator decides they were off two points on their estimated course. The ship is turned southwest.

The sea is getting rougher. Lookouts line the stern. Flavia spots something. A jagged stone outcrop with a tiny structure (secure shelter) on top it. Waves are breaking against it and splashing everything.

Serpent grabs a line and swims for it using *snake totem transformation* to achieve a swim speed. He hears her voice in his head as he closes with the rock island, "You have to hurry." The cottage door opens, so she casts *alter winds* then she dives into the water as the cottage dissolves. Serpent swims to her, grabs her, and then swims them back to the ship.

### *Twister*

The entire crew is lining the port rail, intent on watching the rescue. From the other railing, Wekk the Cloven screams, "Great Gozreh's cock!" As everyone whirls, they see him pointing at a waterspout forming to the north. (A waterspout is a tornado over water, for you landlubbers.)

Sindawe shouts orders to sail away from the spout. Someone asks, "What about Serpent and Samaritha?"

Sindawe says, "They have a line. Haul them in."

The ship leaves quickly but not carefully. The ship heels to 50 degrees as it banks away. Wogan tumbles across the deck, Mase reaches out to grab him, then follows Wogan off the ship when his handhold fails.

Luckily, they fall off the side with Serpent's line. The pair splash toward it but miss. Serpent and Samaritha whip by; Serpent grabs Mase, and Mase grabs Wogan. "I AM STRONG ENOUGH TO RAPE AN OGRE!!!" shrieks Serpent as he holds onto the rope in the lashing seas with three people dangling off him Andre the Giant style.

Sindawe screams profanity at his crew, trying to reduce the panic induced by the waterspout. Tommy Black Toes whips malingerers into line. They regain control. More crew join the rope detail to haul Serpent, Samaritha, Mase, and Wogan aboard.

The waterspout closes with the ship. The GM says that the tornado will last for three minutes. The pirates desperately want to avoid it. The GM decides that three profession sailor checks are allowed, one for each minute within the spout, and a round will come off each minute for every 5 points of success; the pirates roll 38, 42, and 33. The successful rolls reduce it from 3 minutes to 9 rounds in the spout. A second round of rolls are required to decide damages/events:

- A bow hull section is hit – status = broken. It springs a leak and the ship's handling goes downhill. Wogan leads a repair crew and raises it just above broken and sets men to running the pumps.
- Two crewmen are swept across the deck – Whitey saves himself. Serpent has to go overboard and dive deep to save Tasty Mike.
- More crewmen are swept across the deck and manage to save themselves.
- A single violent wave strikes the vessel. Several pirates are injured. Flavia saves Wekk the Cloven from going overboard.
- The ninth round, what is supposed to be the last round in the waterspout - jammed rudder! The wheel won't turn and the ship is dragged around into the funnel. Wogan and Tanned Hank lead another frantic repair party. They are not able to repair it on their first try.

- The plunder unit of plates in the cargo is smashed into shards.
- The repair crew finally gets the rudder unjammed and Sindawe whirls the wheel hard to port.

The ship finally wins free of the water spout and leaves it behind, somewhat the worse for wear. And it is only 9:30 in the morning. But more time spent lingering is more time for the Eye's fickle weather to bring them more trouble. They pour on all the speed the damaged ship can muster and sail for the coast through stormy and cloudy weather.

### *The Plan*

The lookout shouts, "Land ho!"

The coast line is hilly with a few bluffs. Everything low appears to be flooded. They find the old admiral's estate from their charts without significant issues, except for the risk of being blown onto the shore by the tempestuous winds.

An away team is prepared to look for the control key to the Chelixian war machine, the *Terraken*. The admiral's majordomo would have had it and she was at the estate, so those are the clues we have. There was no evidence she got out after the Eye formed.

Tommy Black Toes is left in command with Big Mike, Tasty Mike, Thalios Dondrel (+8 profession sailor), Blacktop Bill, and others for fill-in officers. Tommy is happy with the arrangement.

The away team is Sindawe, Wogan, Serpent, Mase Venjum (a Chelish officer is needed to use the key), Klangin, Mitabu, and Saluthra. The remaining ship's boat will put them ashore.

Every morning for three more days the ship will sail to the coast and look for a signal. After that they should sail out of the Eye of Abendego. Wogan suggests a rendezvous at *Port Peril* after a month.

But that starts tomorrow. Tonight will be a captain's dinner for the original gang, their wives / girlfriends, and Big Mike plus his saltwife Aelia. Then sleep for the away team.

A pre-dinner conversation about the aasimar sisters reveals:

- They were brought up as a sister harem. A monogamous relationship is alien to them.
- The sisters are all about the drama and “enjoy” many arguments and screaming matches.
- They are used to a higher grade of living, which is another point of argument.

The dinner goes well, despite a strong overnight storm and occasional screams of distress from above. Sindawe asks Aelia if she has witnessed any mutinous behavior. Other than lewd sailors trying to sneak a peek at her, she has observed no other behaviors. Lavender Lil and Aelia exchange catty comments.

### *The Sodden Lands*

The away team sleeps overnight. The next morning they rise to find the ship is still there. Uberto took a blow to the head while on deck during the overnight storm; he believes himself to be the infamous pirate captain, Stormy Sea Legs. He has been locked away in the ship's brig.

Samaritha casts *alter winds* then the ship is brought in close to the shore. Then the ship's boat is launched. Both trips are wet, salty, and rocky.

Wogan asks, “How long has this been a shit hole?”

Serpent replies, “20 years.”

Mase corrects him, noting that “The *Eye of Abendego* has been here for 109 years.”

A burst of water, worthy of a fire hose, comes out of the water and hits Mase. Serpent considers this Gozreh’s just retribution for being corrected by a Chelaxian.

Sindawe orders, “Serpent, take this line and go kill that creature.”

Serpent dives overboard after performing his *snake totem transformation*. He spots the expected small aquatic draconic creature – a *tidepool dragon*. He is unimpressed by its two foot body length until it shoots super-heated water at him. He dodges past the worst of it, then tries hand signals to communicate with it.

Unfortunately, the creature either isn’t intelligent or decides that he is signaling surrender. It attacks, driving Saluthra back with an *underwater current... ray?!?* Serpent closes with the dragon and stabs away with his cold iron butterfly knife. He hits once more as it swims away. It then dogs his retreat with ranged attacks until he chases it off again.

### *Landfall, Kinda*

The boat reaches the shore. The land here has been continuously buffeted by storms from the Eye for the last century. The pirates beach the boat, then haul it inland into a bog and tie off on a tree. Further inland is jungle style growth in what would have been plantation fields. Nearby is a 50’ cliff that separates the plantation fields from the main estate.

They follow the cliff edge, walking around fallen debris from heavy erosion. The “plantation” terrain is unusual because it started off flat and cultivated and now has jungle growing in it. They find stairs carved into the cliff. They are in poor repair and go into the cliff rather than the top.

At the stair top are carved doors that lie open. Mitabu moves forward to check for traps. He pushes through them; they are held ajar by vegetation. Inside is a wide hall that turns right. They trip a bear trap without injury, then undead rush them.

The juju zombies are hulking undead are dressed in tribal appearing rags. They have grey skin, oversized jaws, and wield oversized clubs. Wogan lights them up with a positive energy burst (16pts), then Klangin chops one down (24pts). Serpent and Sindawe each finish a zombie. The last zombie beats Mase to the floor before it is destroyed.

While Wogan heals the injured, Mitabu examines the bear trap because its gears are still grinding. He identifies it as a *grinding bear trap* and falls in love with it.

Wogan and Sindawe examine the bodies while searching for loot. These zombies are bigger and tougher than the zombies of the north. Both men are aware that southern zombies start out as people then transformed rather than the typical human to dead to zombie route. A powerful juju practitioner would have been responsible for their creation.

Serpent asks, “Do you think we need a ship motto? Or mission statement?”

Sindawe replies, “I really want to see a mission statement for a pirate ship!”

### *Tree of Death*

The pirates continue traveling through the underground vault. They encounter a large wall with a tree carved into it, with names engraved on parts of the tree. Many names are present; most have been scratched out. The remaining names are:

- Mifutu, Biafu, and Etufu
- Jitikai is a recent addition, scratched above the tree in the same manner that the other names have been scratched out.

Wogan declares, "Let's search for secret doors! The family crest/tree is an obvious place for it."

They find one, including the mechanism that activates it. The wall swivels at a touch, revealing the family crypt. Two open coffins are in the first room. Multiple halls lead off from this room. Torn funeral wrappings litter the area.

They follow one twisting passage up several stairs. A secret door is found, revealing another tomb room. Two empty stone sarcophagi are its only feature.

The group doubles back to another passage. This one goes downward and is flooded. Wogan casts *water breathing* on the group, then they continue. Serpent finds the secret door to yet more flooded crypt space. This area is only in two feet of water.

Another sarcophagi room with empty boxes. A side passage has another grinding bear trap. A quick examination shows the trap to be of recent manufacture and placement. Mitabu disarms it and claims it as his own.

Sindawe decides that juju zombies might be nearby. Mitabu sets his bear trap while the pirates place themselves to defend the passageways into the crypt.

Mitabu activates the bear trap, then screams out, "Oh god! It hurts! And the wound is in dirty water!" Several pirates stare at him in concern; he is very convincing.

Klangin whispers, "They are coming this way."

Serpent repositions next to Klangin in time to see the juju zombies swim, then rush down the passageway. One wears a metal mask with the face of an angry Gozreh.

Wogan shouts, "Dibs on the mask!"

Mitabu shoots the lead zombie with a pistol. Wogan shoots the same one with his Azlanti rail gun. Klangin chops it with her greataxe as it spills into the room. Two more attempt to bull rush through, but are pushed back by the half-orc and Ulfen. More pile up behind them.

Serpent and Klangin hew at them with axe and great axe, dropping one. Sindawe perches on the sarcophagi and stabs over them with a long spear. Wogan channels positive energy, damaging three and destroying a heavily damaged one. The zombies attempt another rush and are again defeated by the sturdy barbarian front line. Wogan and Mitabu reload.

The zombies give up on bull rushes. They switch to great clubs and those further back throw javelins. There are five fallen zombies. The remaining zombies retreat and disappear into the water.

### *Cliff Hanger*

The fallen are armed with ordinary great clubs, javelins, and hide armor. The angry Gozreh mask is magical. Wogan isn't able to identify the magic, but he does remember tales of the existence of a cult of Gozreh called the Storm Kindlers that went to the Sodden Lands to worship the Eye as a manifestation of Gozreh; this may be a construction of theirs.