

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 08/09/2015

TODAY'S EPISODE: SEARCH FOR WAR MACHINE, PART II

Our heroes have sailed the *Eye of Abendego* in search of a pre-Eye Chelaxian war machine located in the *Sodden Lands*. An away party was put ashore to investigate a long dead admiral's estate where the control key for said war machine resides. They found juju zombies lurking in the estate's crypt. There is evidence that the juju zombies are under the control of someone related to the estate's long dead majordomo. And *Storm Kindlers* are involved somehow. 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.

Mask of the Storm Kindler

Sindawe, Wogan, Serpent, Mase Venjum (an ex-Chelish officer), Klangin, Mitabu, and Saluthra (a giant constrictor snake) are cleaning up after a subterranean fight with juju zombies. The zombies' armament is ordinary great clubs, javelins, and hide armor, and a single angry, magical, Gozreh mask. Wogan isn't able to identify the magic, but he does remember tales of the existence of a cult called the Storm Kindlers that went to the Sodden Lands to worship the Eye as a manifestation of Gozreh.

Brackish muddy water obscures the floor of the crypt vault. The pirates decide to pursue the retreating juju zombies down the eastern passage which descends down and has four feet of water. Everyone has 40-50 minutes of *water breathing*. The passage takes several turns and ends with dead end; Serpent locates the secret door revealing a large water filled room.

Sindawe swims into the room and leaps upon the lip of a lidless stone coffin. A juju zombie stands up in the coffin and attacks. Sindawe grapples it; his *shirt of immolation* catches fire and burns/steams the zombie. Several more zombies emerge from the water to flank and attack Serpent.

Serpent, Klangdin, Mitabu, Saluthra and Wogan destroy the two zombies attacking Serpent, then Klangdin critically hits and destroys the zombie grappled by Sindawe. A summoned celestial dolphin finds an underwater backpack in the room. The backpack is unnaturally roomy. Sindawe reaches around inside and pulls out two pouches* and some jade jewelry*.

(*NOTE: see loot list at end of summary.)

The pirates double back to the relatively drier crypt room and investigate a tunnel to north. It too ends in a secret door leading to a crypt room with a raided coffin. The body is missing but the coffin still contains dozens of containers. Only a single blue bottle is still intact. Wogan picks it up and flicks the yellow algae off. The yellow algae blooms into spores that rapidly spread amongst the curious pirates. Everyone backs off coughing; Mase grabs at his throat (-1 con damage). Serpent casts neutralize poison on Mase, halting the spores' effects. Wogan and Serpent investigate the blue bottle's contents but are unable to solve it.

The Stairs Spiral Down

The western tunnel is entered after Mitabu deactivates his grinding bear traps. It too has a false dead end but this time it hides a spiral staircase going down. And it is underwater. The pirates enter. Line of sight ends at 5'. The stairs go down far enough that their ears pop. At the bottom of the stairs Serpent finds a muck encrusted plaque mounted on a wall. A polyglot message begs the "dear ancestors to pass on and not return". Wogan shares his suspicion that the crypt is designed to hold undead in, not keep intruders out. Sindawe remembers that Mwangi are concerned more with spirits (duppy to the locals) than physical undead. Duppy are supernatural, murderous, asshole ghosts. The crypt complex is designed to confuse and confine them. The pirates realize that the twisty passages with obvious dead ends with obvious secret doors to the crypt rooms aren't stupid construction trying and failing abjectly to keep robbers out, but keep restless spirits in. While this is convenient for them from a search and looting point of view, it does cause them some stress from the restless spirit angle.

They enter a side passage that leads to another secret door and another crypt. They enter to investigate the coffin when a voice in an unknown language speaks. Nobody is present. Wogan hands a *potion of tongues* to Sindawe.

The gravelly voice resolves itself into words, "Leave. I do not wish to be disturbed. Leave or I will deal with you."

Sindawe asks, "Will you parley?"

The disembodied voice replies, "Very well handsome one."

The conversation doesn't reveal much about the room, the inhabitants, or any other actionable intel. Sindawe figures the creature isn't a spirit, but something maybe like an earth elemental down in the mud. Sindawe does get the earth elemental to give up a rock on the ceiling of the crypt with *everburning torch* on it as part of the parley. They close the door and leave.

Sindawe relates to others what the earth elemental told him, then concludes with, “He wants the Ulfen to make out with the snake.”

Wogan declares, “What? Is it Tuesday already?”

Serpent replies, “That isn’t a problem. I do that all the time. And my wife isn’t a snake person.”

Mase, Klangdin, and Mitabu look confused but are too tired to be concerned.

Another Vault

They find another passage ending in a secret door. The room beyond contains an air pocket and coffin. And some inhabitants.

Three creatures composed of thick, soggy gobbets of mud. They turn and rush, slurping, “Intruders! Get them!”

Flung balls of sticky mud strike and blind Wogan and Serpent. Monk fists, swords and great axes do very little real damage to the creatures. Serpent’s staff, capped with orichalcum, does much better. The creatures pin and suffocate Klangdin and Mase by engulfing them, then attack yet more pirates.

Serpent beats one to death with his staff, turning it back into mud. Klangdin pulls herself out of her attacker. Sindawe pulls Mase out of the other one. The last two mud men fight to the last.

The pirates heal wounds, then pry open the undisturbed coffin lid to reveal a linen wrapped corpse. It does not attack, so the pirates take its *circlet of persuasion* (+3 competence bonus on charisma based checks).

Back Up the Stairs

The pirates return to the crypt's ground level where they investigate another passage that reveals a secret door accessed room with an empty coffin. The pirates investigate the coffin and abandoned linens closely, looking for clues to the occupant's name. Floor and walls are sanded smooth. The room is lit by a *continual light* on the ceiling. Serpent finds foot prints, probably human or undead human, that a) are several months old, b) came and went, and c) opened the coffin.

A south facing tunnel reveal another crypt, where the coffin lids have been stacked to form a table or alter. A fire pit has also been built in the room. Wogan examines the bones on the table and notes the scratch marks on the lids. Serpent declares, "Lots of tracks in here. Many feet, many months. The coals are days old."

They follow a tunnel west to a secret door accessible room where two savage looking men dwell. The crazed cannibals attack.

Wogan blasts them with his *mace of terror* (fear, will save 16). One shrieks in fear (13rds); he flees to a corner as the pirates block the only way out.

Klangdin trades blows with the remaining one; great axe and bone flail strike. The cannibal also fights back with a spell. Mase and Sindawe join Klangdin against the cannibal. Klangdin cuts the cannibal down.

Wogan hears reinforcements coming from behind; he casts *fog cloud* on that tunnel and stairs. Sindawe moves to the cloud's edge. The others join him. The cannibal reinforcements do not emerge immediately, but a chant does rise in volume. "Upote, maepote, maepu, maedepote" repeats over and over from many male voices in the dark. Mitabu sets a grinding bear trap just outside the door.

Sindawe yells out, “Oh no! I fell in this tub of butter. Now I am so succulent I will fall right off the bone.”

The trap snaps, generating a howl of pain. The chanting ends.

Sindawe hears a bare footfall on stone and tells Wogan, “Throw the dust of appearance – I think there’s someone invisible near.”

Wogan is about to reply when cannibals become visible. Two are flanking Wogan (17 and 19pts). Two more are flanking Sindawe (19pts). The fog rolls back momentarily to reveal a bear trap sprung by a simple stick. Saluthra swallows a cannibal’s head, then crushes his torso with her coils; the cannibal gets off a *hateful retort* (10pts) then dies.

Wogan *channels positive energy*, then steps back. The cannibal follows using *step up*, where Klangdin cuts him twice (39pts) with her great axe. That cannibal swings and bites at Wogan. Serpent smashes with his staff. Wogan *channels positive energy* again excluding cannibal wounded.

Klangdin kills the last cannibal threatening Wogan, while shouting, “No one puts Baby in the corner!”

Sindawe steps away from a cannibal, trips him as he uses *step up*, then rains blows on the standing cannibal flanked between him and Mase. The standing cannibal hits Mase with a bone flail. Sindawe rains blows on him again, busting out his filed teeth with a critical hit (*my teef!*), then punches him in the intestines (25pts, plus -4 con). Mitabu’s bullet punches another hole in that man’s torso.

The prone cannibal tries a paralyzing spell on Sindawe, while his toothless friend dies from Mase’s long sword to the spine. Wogan shoots at the prone man while Klangdin axes him and

Sindawe kicks him in the ribs. The cannibal crawls a foot toward his deceased friend but dies from AoO's.

Mitabu demands, "Help with this guy" indicating the still-panicked cannibal from earlier. The pirates dog pile the unarmed man and tie him down.

The cannibal screams, "*Garglebog the Triple Feaster* will eat you all!"

Wogan explains what that means as best as his religious knowledge allows. Everyone listens then decides religious cannibals have to go.

Sindawe tells the man, "Cooperate and we might let you go. Fail and we will kill."

Serpent says, "No, we will starve him if he doesn't cooperate."

The cannibal replies, "I will eat your flesh."

Sindawe tries a few questions, but the cannibal sticks to religious dogma replies.

The pirates examine the room and cannibal gear, looting where viable. Sindawe uses pliers to remove the prisoner's upper teeth, then locks him in the coffin. The other pirates choose to investigate the other rooms while Sindawe performs dentistry; they find more camping gear and some valuables (see loot list at end). Sindawe finished his work then piles large rocks on top of the coffin.

Loot:

- Angry Gozreh Mask
- jade jewelry (1200gp)
- dust of appearance (2, toss into air)
- backpack of holding
- *circlet of persuasion* (+3 competence bonus on charisma based checks)
- 440 gp in jewelry, ointments, and colorful stones.

- Six masterwork, light flails
- two *potions of invisibility*