

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 09/06/2015

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

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 put ashore at a long dead admiral's estate where the control for said war machine resides. They found juju zombies and cannibals lurking in the crypts belonging to the estate's long dead majordomo, Mafutu. The wendifa, or juju oracle, remains at large. 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.

Clearing the Family Crypt

Sindawe, Wogan, Serpent, Mase Venjum (an ex-Chelish officer), Klangin, Mitabu, and Saluthra (a giant constrictor snake) are investigating the cannibal section within the long-dead estate's family crypts. The cannibals have already been slain and looted, leaving only a quick search for secret doors. They return to the main crypt room and its unexplored southeastern section.

The pirate column trips a pit trap. It drops Sindawe and Serpent 40' – they take 3 and 17pts of damage. A *chewing spell* activates at the pit's bottom (13pts). Both pirates activate powers/items that aid them in climbing out. The chewing trap hits them once more (0 and 17pts).

Klangin and Mase draw weapons and stand guard. Mitabu attempts to deactivate the *chewing spell* trap, but fails. Once the fallen are out, the pirates jump across the pit and move on.

The pirates find a note in the next hallway. It was written by a shaky handed individual. They can make out individual words and phrases (Blue Womax! Snail Blangden!) but not intent.

The crypt hallway twists and turns, descends 15' then raises 20', and ends in a wall with a secret door. The “secret” portion of the door faces the coffin room. These are all measures designed to prevent the spirits of those entombed from escaping... and tormenting the living.

The pirates fling open the secret door and rush in. The burial chamber is large with two coffins and two wrestling cannibals – brothers from their likeness. Wogan shoots the older cannibal while Serpent and Saluthra team up against the younger (17 + 7 + 11 (constrict)). Sindawe punches the older brother. The cannibals strike back immediately with *bateful retort* – the first blow received is answered back with a masterwork flail swing (17pts each). Klangin gets a good hit in with her axe.

The free cannibal counterattacks with his flail (19pts and 17pts). The grappled one gets a good hit on Saluthra before she crushes him. Serpent finishes the last cannibal with several staff blows.

Juju zombies run in from north hallway, swinging bone clubs. Sindawe throws one onto the floor behind him, where his allies can dispatch it. Mitabu shoots another zombie.

Wogan heals his allies with a *positive energy burst*. He pauses to listen to a distant chanting. A lone husky, feminine voice works magic in a far room. The chanting stops and is replaced by a wet, slickery sound.

The zombie / pirate melee continues. Klandin and Mase fight the prone zombie, who merely stands up taking its AoO hits, then swings its bone club at Klangin (21pts). Wogan casts *searing light* on another zombie (25pts).

Mitabu dashes through the melee, activates a chewing bear trap, and slides it down the hall to the north. The trap slides to a stop, then immediately disappears beneath a wave of bloody mud that *bull rushes* Mitabu back into the melee room. Several zombies attack as he washes past. Wogan shoots a zombie to pieces. Klangin finally connects and ends another heavily wounded zombie. Mase kills the zombie attacking Sindawe. Serpent destroys the last zombie.

Mitabu uses acrobatics to escape the mud elemental but succeeds only in getting punched (13pts) and entangled in mud. The elemental punches him again, pouring on the mud! Mitabu is entombed. Sindawe chops the elemental many times with his temple sword (*transformative ghost touched, shocking*) for 19pts electricity and 47 pts chopping.

An imposing woman of Mwangi blood enters the room from the north hallway. She sweeps the room with a predatory gaze and gestures with her bone sickle. This is the Wendifa – a female practitioner of Wendo.

Serpent replies, “You got to hate those predatory ga... ze.”

The woman blows a fistful of dust at Klangin, stopping the half-orc in her tracks. The bullshit spell transforms her instantly into a zombie. The mud elemental immediately recognizes its new ally and screams out, “Welcome, zombie sister. Let’s kill all humans!”

The Wendifa demands of Klangin, “Bring me the tasty one.”

Wogan casts *silence* and rushes the Wendifa.

Klangin grapples Wogan, taking a mace blow AoO to the noggin in the process. She wraps Wogan in her strong arms, while humming the main theme song from Whitney Houston's movie *the Bodyguard*. The Wendifa points down the hallway – Klangin carries Wogan that direction.

Serpent and Sindawe battle the elemental. Mase joins in (20pts). The creature is finally destroyed. The pirates run after the Wendifa, Klangin, and Wogan... except Mitabu who remains entombed in mud. They encounter her *chewing aura* – it can be resisted with a fortitude save, but failure syphons a few hit points from the victim to her.

The predatory woman gestures at the remaining pirates, “Get in the coffins!” Mase obeys.

Wogan breaks free of Klangin's grasp. The pair exchange AoO blows as he runs back down the hallway. She tackles him moments later. The pair exchange more blows ala *War of the Roses*.

Serpent and Saluthra attack the Wendifa, whose *freedom of movement* prevents the snake from crushing her. Her back is against Wogan's silence area. She casts defensively and blows dust into Serpent's face. Serpent turns paler... well, he's an albino Ulfen so he can't really get any paler... but he takes on the other zombie features. She orders him, “Deflesh the black guy!”

Wogan escapes again from Klangin. Serpent swings at Sindawe three times and hits all three times, staggering him. Saluthra the snake, knowing only that the woman has done something bad to her master, bites the Wendifa for 20pts. Benefitting from this distraction, Sindawe punches her repeatedly (32pts); she drops unconscious. Serpent's zombie state ends immediately, but Klangin's does not.

Life After the Fight

The pirates argue about killing Wendifa now or later. Several vote for 'later' under the theory that the Wendifa might have found the controller for the Chelixian war machine.

Sindawe asks Mase, "What does it look like?"

Mase replies, "It is a necklace with a nautical theme."

Serpent offers, "See – she might have found it already."

Serpent ties up Wendifa after Sindawe kicks her in the head to ensure sleepiness.

Serpent loots her next.

Wogan uses *heal and spellcraft* to examine the zombified Klangin. She is not really an undead zombie, but he doesn't know when her condition will end. He then uses *create water* to free Mitabu from the mud, in a scene reminiscent of the end of Ghostbusters. Then he heals the wounded.

Go North

The pirates follow the northern hallway to its end where they find an open secret door and another looted coffin. The coffin and area around it show scorch marks, probably from a *fire trap*. Inside it are corporeal remains that show gnawing signs. There is also an untidy pile of funeral goods including a magic candle, magic feathers, and a platinum scale.

Go South

The pirates tie and gag the Wendifa and then tie her to zombie Klangin's back. Klangin is pulled along on a rope. Then the pirates try the south facing hallways.

The first hallway turns several times and ends at a blank wall. There is another chewing bear trap guarding that wall - Mitabu deactivates and packs it away. Sindawe listens at the wall but hears nothing.

The secret door is thrown wide to a room with two coffins. Next to each coffin is a small treant festooned with blossoms. They lumber toward the pirates, who slam the door shut again.

The pirates discuss the mystery of the flowery treants:

Sindawe says, "Yeah, those things are dangerous. Plant monsters always have entangling attacks. When they don't, they have life draining pods, spores and seeds."

Wogan shrugs.

The other southern hallway ends in a stairwell that goes up. Two dead cannibal zealots lie at the base. Wogan believes they were beaten (probably with fists) to death then thrown down the stairs.

The pirates argue about the beating method and what sort of fists did it, leading to bets being taken:

- Sindawe puts rogp on "Kick Puncher", an infamous Mwangi monk whose punches are so powerful they are equal to kicks!
- Wogan puts his money on "giant gorilla"
- Mase puts his money on "arcane spell-caster"
- Mitabu puts his money on an archer with boxing gloves arrows, not "the fist archer" as Wogan suggested.

- Serpent lazily puts his rogp on “a large undead that punches”.

The pirates climb the stairs and follow a long twisting/turning hallway that goes up and down. A long section drops all of the pirates down a pit, except Serpent and Klangin and the Wendifa. Serpent clings to wall sconces and the trap’s lid while the zombified Klangin stands calmly at the end of her rope just short of the pit area.

The fallen pirates hit a floor 50’ below, then slide into the crypt room containing the two small flowery treants. Sindawe jumps to his feet and tackles one – it burns thanks to his *shirt of immolation*. It showers Sindawe and the other pirates with a burst of splinters (6d6, reflex save for half). Mase falls unconscious while the other pirates scream painfully. The other treant beats on Wogan (21pts).

Wogan casts a *maximized cure moderate wounds* on himself. Mitabu tries to open the secret door, but finds it much more difficult from the spirit side.

The other treant begins extruding splinters. Sindawe moves to Mase, feeds him a *cure light wounds potion*, then shields him with his own body. Splinters chew up the pirates further. Both treants beat upon pirates with their wooden limbs. Serpent lowers a rope to his comrades.

Mitabu opens the door – he runs for it. Wogan follows. Sindawe picks up Mase and runs too. They slam the door shut and drag themselves around the next bend in the corridor.

Wogan spends many minutes healing the wounded from several *cure light wounds* wands.

Plan B

Wogan shoots a fireball from his Rain Tiger emerald (a spell storing device) through the trap door into the treant room (26pts). Sindawe and Serpent rush into the room after that.

Serpent sucks up two splinter storms while Sindawe grapples the heavily wounded treant (burning it for 13pts, plus it's vulnerable to fire) utilizing his *shirt of immolation*.

Serpent destroys the other treant with his +3 *battle axe*. Sindawe grapples his opponent one more round – destroying it with 16pts of fire damage.

The pair of pirates open the coffins to reveal a husband and wife corpse couple. Their garments are covered in plant motifs. A magical vestment and some treant seeds are recovered.

The Sedative!!!

The pirates return to the hallway trap for further healing from Wogan.

A dread light flickers on behind Klangin's eyes – she starts strangling Serpent.

Serpent chokes, "I told you this was a bad idea."

Sindawe pries at Klangin's hands. "You had one job while I was in that hole. You just had to keep hitting the cannibal spell caster."

Serpent shakes his head slowly and chokes back, "No... that was your job."

Sindawe starts to argue again, when Serpent interrupts, "Sed...ah...tive!"

Sindawe punches the Wendifa unconscious. Then punches her again for good measure.

The Last Room

The pirates defeat the hallway trap, then advance to the last room in the crypt complex.

The room is large and entered through a secret door. There is a stone coffin on the far side with a prone statue on top. Its head is held in its hands and lies on its chest.

Mitabu warns, "Hold it! Its fists are covered in blood."

The statue sits up immediately, its clever plan ruined. Its head hits the pirates with a *gaze attack*. Mase and Klangin are stunned. Wogan throws a *tanglefoot bag* at the golem. Mitabu retreats down the hall. Sindawe drinks a *potion of enlarge person*.

The golem moves slowly across the room and punches Sindawe (14pts) and Wogan (27pts) once each. Both have to make will saves again – its punches are mighty. Serpent rolls past the golem’s swinging arms, raises up behind it, and strikes with his *orichalcum acid staff* (17pts). The staff rings mightily in his hands, as if the golem’s flesh was hard enough to destroy weapons. Sindawe uses a flurry of blows while wearing his orichalcum gauntlets – (19 and 15pts).

The golem’s gaze lashes out again – Klangin and Wogan are stunned this time. Mase slashes the golem with his +1 silver longsword (20pts). Serpent beats upon it, setting it up for Sindawe who destroys it (14, 16, and 12pts).

Mafutu’s Coffin

They stand before Mafutu’s coffin. Mitabu is summoned back to investigate for traps. He finds none. Serpent and Sindawe dice to determine who will open it. Serpent loses and pries it open. Inside is Mafutu’s body, legal papers, a magic shawl, a magic ring, and an amulet in the shape of turtle.

Mase snatches up the amulet and screams, “Its mine! Mine! Muhahahaahaa...” The laugh is cut short by Wogan’s gun cocking in his ear.

Sindawe takes the amulet away and starts to hand it to Serpent, who asks, “What’s that? It doesn’t look valuable. Let me hold it.”

Sindawe snatches the amulet back and hands it to Wogan while mouthing “Doppelganger.” Wogan nods in agreement.

Klangin starts strangling Serpent again, forcing Sindawe to beat the Wendifa unconscious again.

Sindawe offers, "Serpent, you can kill her now. We don't need her anymore."

Serpent declines, "No way. I'm not evil."

Sindawe and Wogan politely listen to the Serpent doppelganger brag about its lack of evil and how it would never kill an unarmed, defeated woman. They are unmoved.

The pirates decide to parley with the Wendifa for Klangin's return. Klangin is removed from the room, while Serpent verifies the Wendifa's knots. Then she is revived. The parley goes well as she is realistic about the situation and happy to have one living follower (toothless and entombed).

Sindawe promises, "We will let you live and even leave you here. And in return we want our crewmen returned to us."

The Wendifa agrees and frees Klangin from her control. Klangin appears de-zombified and wakes with a start. She stomps out of the room.

Wogan offers, "She's probably embarrassed."

Sindawe says, "Go check her out. Make sure she's free of this one's control."

Wogan does so, shouting back, "She's good."

Sindawe nods to Serpent. The pair pick up the protesting Wendifa, drop her in Mafutu's coffin, then close its heavy stone lid.

Sindawe brags, "I love being lawful evil! I kept my word and got to be a dick."

Serpent nods, "I feel pretty good about this too. She should have bargained better."

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.
- 10 masterwork, light flails
- 4 masterwork, light shields
- *6 potions of invisibility*
- *4 tanglefoot bags*
- *two wands – bless (10) and resist energy (39)*
- *+1 breastplate*
- *+1 light wooden shield*
- masterwork bone sickle
- *cloak of resistance +2*
- *ring of protection +1*
- *a pouch of zombie dust – valuable to a juju practioner.*
- 12 pp, 51 gp
- plantium merchant scale worth 450gp
- lacquer box worth 75gp
- *eight feather tokens – all are the oak tree*
- *a candle of truth*

- *elven vestment*
- *a shawl of life-keeping*
- *a ring of mind shielding*
- *an amulet of the Terraken!*
- Ledgers and contracts – cockled from moisture.
- some treant seeds...