

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 12/13/2015

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

Our heroes have sailed into the *The Shackles* on their way further south. The pirates are searching for the *Terrorkin*, an pre-*Eye of Abendigo* Chelaxian war machine. Research and spells narrow its location down to the *Devil's Arches*. They land at *Mezdrubal* to continue the search. They hire local guides who are later given over to Tansee, the mwangi equivalent of the kindly old hermit lady who is also a skinless vampire by night, for the true location. 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.

Chimera Cove

It is dark out when Sindawe, Wogan, Serpent, Mitabu, and Mace Venjum board a canoe liberated from the dumping grounds established by the monstrous witchy woman Tansee for her victims' goods. They row out to the lagoon's center where they will deploy a silver symbol of Aroden on the end of five fathom's of silver line, another gift from Tansee. The end result should be a lowering of lagoon to reveal a hidden Chelaxian base.

They paddle out and lower the line. Almost immediately the sea calms. Sea walls rise, cutting the cove off from the ocean. The water retreats from the lagoon at the rate of a foot per minute until 30' have been lowered, revealing some new real estate nearby. However, only Wogan and his Gozran mask can see through the surrounding fog. He spots a large undersea cavern mouth on the lagoon's larger island; it was uncovered by the lowered water. He directs them to row *'that a'way'*; they do so.

Sindawe spots a large form beneath their boat; its flesh includes slightly luminescent blue rings. He screams, "Giant octopus!" just as it closes with the boat.

Three tentacles wrap about Wogan and another merely clips Mace. Wogan feels poison burn his skin and insides; he loses 2 dexterity points. Pirates slash madly at tentacles severing those wrapping Wogan. Saluthra (Serpent's giant constrictor snake) swims underwater and bites the octopus. Wogan blasts the water below with his *mace of terror* sending both octopus and Saluthra fleeing... in terror.

The boat, also tentacle wrapped, is dragged along behind the fleeing octopus. Mitabu whips out a grinding bear trap and drops it onto the tentacle --- it clicks shut and begins to grind. The octopus lets go of the boat which wallows ridiculously, dropping Mace and Wogan into the water.

Serpent struggles mightily and rights the canoe single handed. Wogan activates his Gozreh mask's water breathing as he treads water and fights the poison eating his dexterity. Both he and Mase swim for the canoe as other pirates help them aboard.

Several pirates aid Wogan in his fight against the poison. Meanwhile, Mitabu leverages his *periapt of proof against poison* and zero related skills to extract poison from the severed tentacles. He ends up with a *bottle of tentacles squeezins*.

Wogan's remaining dexterity is saved by heal checks and some magic. He calls out the direction; rowing continues.

The Cavern

Barnacle colonies dot the walls of the cavern. Seaweed lies limp on various surface and the water is gray. The mouth is 30' wide while the cavern widens quickly and extends back 150'. Stone ramps rise out of water to a height of 35' into another chamber with a weak light. Several shelves of siege machinery sit high up on the cavern wall near the ramps. The ramps and the walkways to the siege equipment are difficult terrain due to naval scum. A lock separates the two chambers.

The pirates ease the boat into the cavern using hands to propel and guide, landing on of the ramps where they disembark. The siege machines turn and drop/sling small boulders.

Mase drops into the water and swims towards one such machine. Serpent and Mitabu run up the ramps. Serpent moves quickly negating the difficult terrain with his ranger talents. Mitabu moves slowly attempting to hide. The scorpions start to traverse on Serpent but are too slow. Sindawe follows just behind. Wogan *fog clouds* the far scorpion just after a small boulder clips Mitabu.

Serpent closes with the scorpion first. An amphibious man-creature wearing armor and weapons silently turns from its gears to confront him. A second such creature emerges from the fog on the second scorpion. And yet another approaches from a door way. Sindawe arrives too.

Serpent bashes and bashes and bashes at one aquaman. Sindawe tosses one off the platform into the water below. Mase sees this and swims back toward the ramp. The remaining aquamen slash at Serpent – he feels his lungs filling with salt water (1pt of Con damage). Wogan

shoots one through the head, ending it. Serpent switches to his axe and chops away at the remaining attacker, discovering that bashing and slashing are not key to the monster's damage resistance. Mitabu arrives, flanks the remaining attacker and stabs it dead with his rapier.

Sindawe hears Mase cry out in the water; he is being attacked by the aquaman thrown from the siege platform. He runs back down the ramp to help. Serpent makes a mighty leap/dive into the water. Spear and knife thrusts end the aquaman.

Minutes later the pirates assemble back at the siege engine. Saluthra even returns.

The body is dragged out of the water while Wogan examines the other bodies. He determines "zombie" where the donor died from drowning. Their equipment is rusted crap except for the masterwork longswords and light steel shields, which can be revived to fully operational.

Mase says, "We are in the right place. These are *seasworn* created by the Chelish to serve as elite marines. They can't leave the water."

Wogan uses tongs to remove an onyx gem from a seasworn's throat. He finds similar gems on the other two also. Each is worth 125gp.

The Next Cavern

The next cavern lies behind the lock. A ship sits quietly in the unmoving water. There is a passage way lip around the exterior that becomes a huge tunnel that goes off to the right. A small tunnel exits from the

The ship is a 50' vessel with three lateen masts, making it highly maneuverable. A ramp connects it to the cavern's stone lip. There are eerie lights up and down the mast but no movement.

Wogan and Sindawe examine the guard room that the third *seasworn* came from.

Mase and Mitabu are left at the lock to determine if they can open it and if the ship can be sailed out under current water levels.

Wogan, Sindawe, and Serpent board the ship – is it named *Silver Reign*. Serpent climbs the mast to examine the eerie flickering lights – he finds six continual flames. They liberate several to light their descent into the hold, where they find 50' continual lights spaced out evenly in the hold and halls.

The hold is mostly empty. Eight crates and several inches of water are present. The surfaces are damp, indicating that the ship is old and not regularly pumped.

The pirates are about to search the rest of the vessel, when the ladders into the hold drop inwards. Gas jets into the hull.

Sindawe attempts escape by climbing a top a crate, then jumping for the hatch. His plan is cut short by the mimic crate gluing him in place. He grapples the crate and activates his shirt of immolation. The mimic squeezes back (12pts). Sindawe punches it repeatedly as the shirt burns it again – the mimic goes limp with Sindawe stuck fast to its blobby corpse.

Wogan looks at the ladder floating past him and decides not to test if it is mimic. He casts *blessing of fervor*. Serpent spots water flowing toward him – it squirts him with acid that delivers a mighty 1 pt of damage. He splashes over to it and swings his staff (16pts). Wogan blasts it with *magic missiles*.

From the corner of his eye, Serpent spots a second mimic crate and steps clear of its attack. The gas tortures everyone's breathing. The ooze (sea scourge) attacks Serpent with pseudopod fists.

Sindawe drinks an *air bubble potion* to counter the gas effects, then attempts in vain to escape from the dead mimic's glue. Wogan inhales too much gas and suffers a constitution drain –

he moves into Sindawe's air bubble. Another mimic rushes Wogan and strikes. And yet another mimic attacks Sindawe – it grapples the monk (10pts) but takes fire damage (16pts) then a series of punches (23pts) in turn. It succumbs to the burning the following round, pinning the monk who escapes a round later.

The mimic and sea scourge continue pounding on Serpent. He destroys the sea scourge. Wogan pushes thru the gas effects and shoots his attacker with a rail gun (10pts). Serpent is grappled by his mimic. He cuts it with axe until that too becomes stuck by mimic glue. The gas robs him of a second constitution point just before he quick draws a silver scimitar and chops the mimic to pieces.

Wogan channels positive energy, healing his comrades for 14pts. Sindawe runs over to stab his mimic to death.

Sindawe shares air bubble potions with Wogan and Serpent, then the trio works together to free themselves from the mimic glue and the hold.

The Loot

- 3 sets of master work longswords and light steel shields, requiring some clean up from a lifetime in the ocean.
- 3 onyx gems worth 125gp each.

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.
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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
 - *Slipcove 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
- *Ollo* under *Avimar Sorrinash* - 2
- Given that the course is: Out of the Eye, to Drenchport, then skirt the Shackles to Ollo, 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 King at Port Peril.”