

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 01/10/2016

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

Our heroes have sailed into the pirate islands known as the Shackles on their way south. The pirates are searching for the *Terrorkin*, a pre-Eye of Abendego Chelaxian war machine. Research and spells narrowed its location down to the *Devil's Arches*. They hired 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 and secret to accessing it. Our heroes have located the ancient Chelish underwater base and are inside. The group consists of:

PCs:

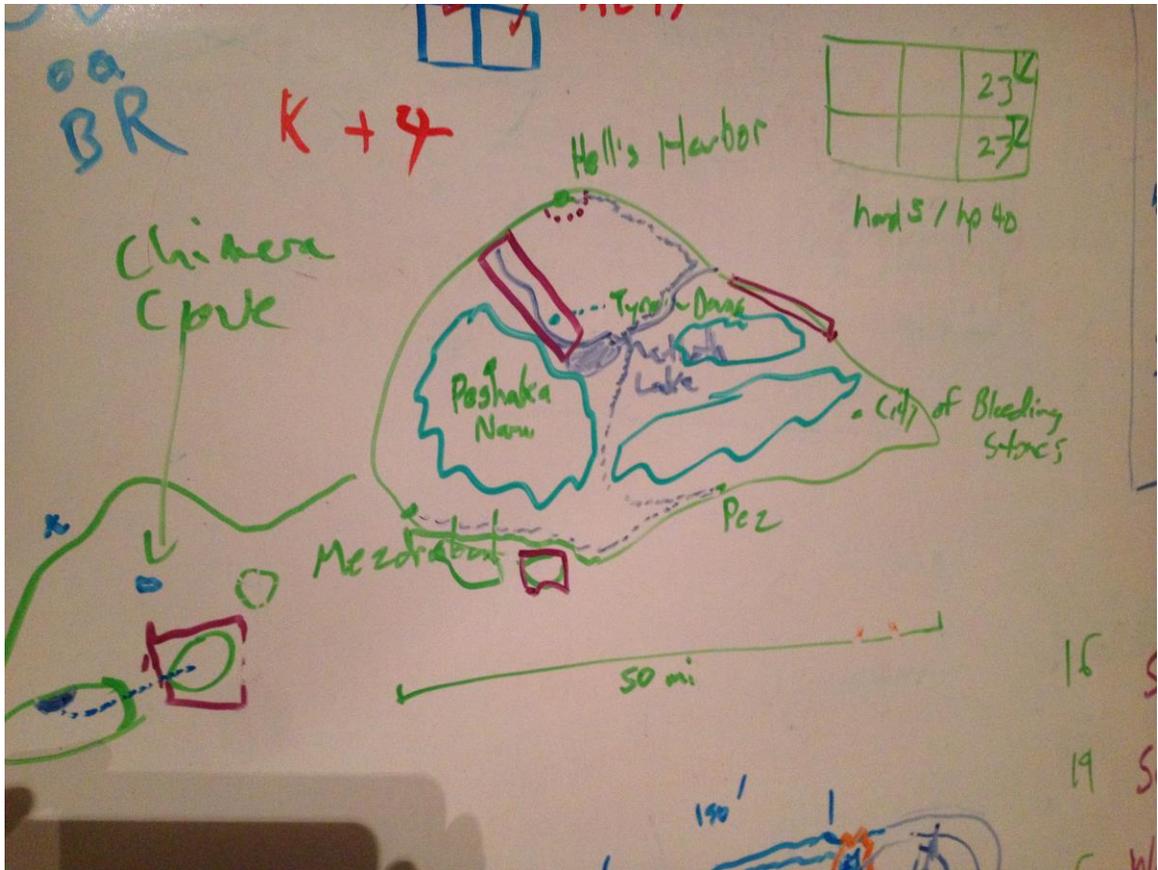
- ♣ Captain Sindawe H'kilata Narr of the *Teeth of Araska*, the fist-punchin' Mwangi monk (Chris).
- ♣ Chief Gunner Wogan, the pistol-packin' celibate cleric of Gozreh (Patrick).
- ♣ Quartermaster Ref "Serpent" Jorensen, the staff-bashin' Ulfen druid/ranger and his snake Saluthra (Paul).

NPCs:

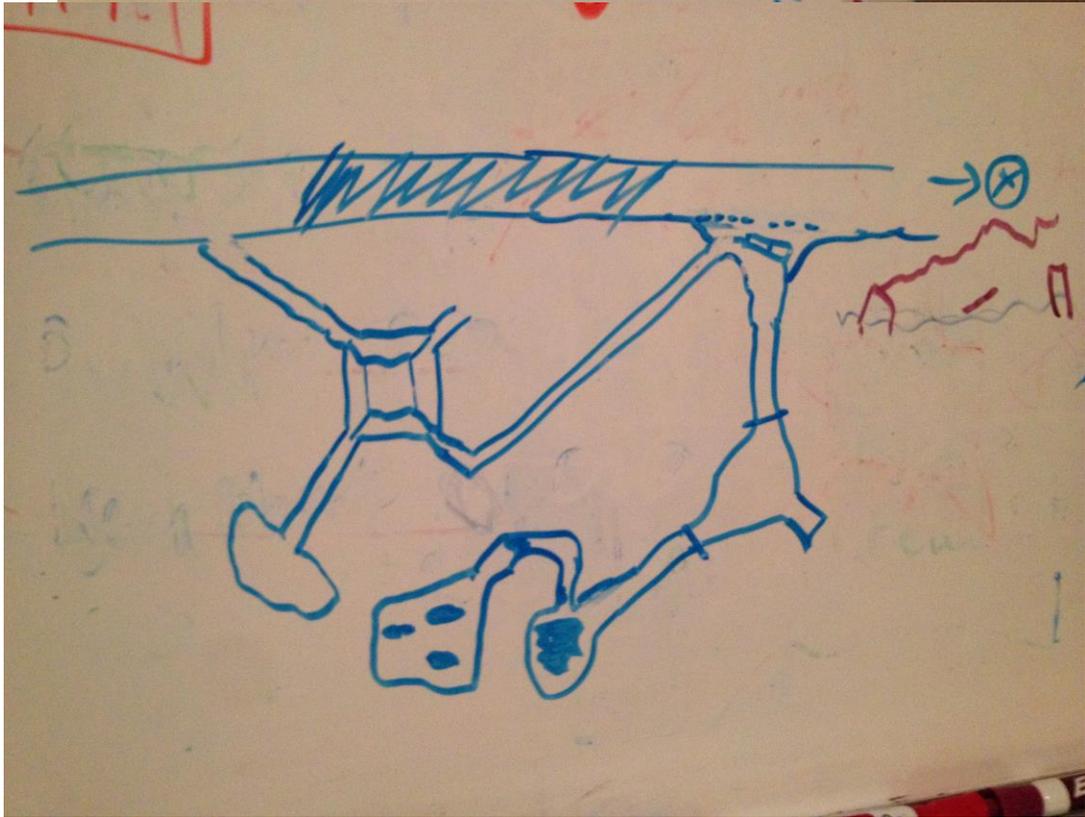
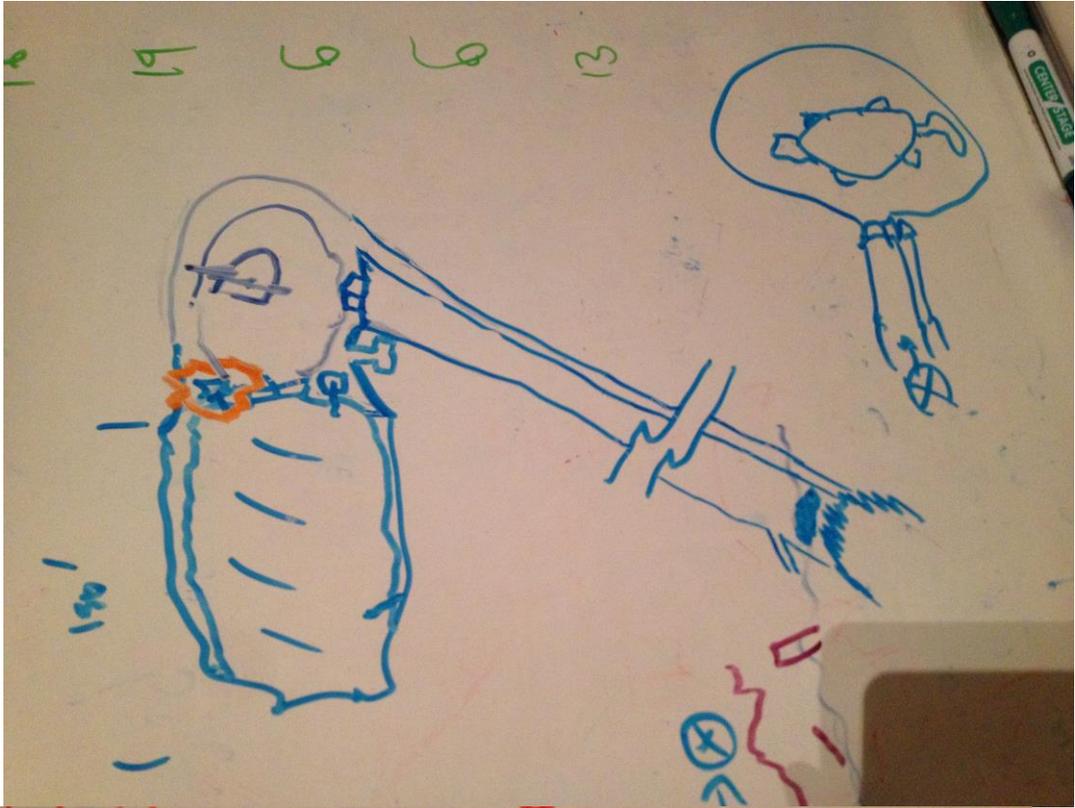
- ♣ Mase Venjum, an ex-Chelish Navy captain
- ♣ Mitabu, a Mwangi trapsmith
- ♣ And a crew of professional pirates, escaped slaves, and adventure seekers back on the *Teeth of Araska*.

Devil's Arches

Here's a map of the island of Devil's Arches:



You can also follow along the PCs' adventures on their eventual map(s) of the dungeon complex! They start in the left side of the first image where the boat is, go down that canal, head into the side tunnel which takes them to the second image.



Secret Chelaxian Base

Sindawe, Wogan, and Serpent investigate the ship's hold to determine the contents of the non-mimic crates. They find them empty. The ship's hold was a trap full of poison gas, mimics and collapsing ladders. The pirate trio decides that the ship is quick construction done on the cheap, worthy of short sea life or slightly longer coastal travel.

Meanwhile, Mace and Mitabu are investigating the ship lock separating the cave from the exterior sea. And the siege engines. They too decide they can operate these items if needed.

The pirate trio leaves the ship to investigate a side passage off the cave containing the ship and locks. They find that the passage is actually a walkway above a 50' wide canal, now mostly dry, with doors on end connected to the ship cave. The channel is 300' deep at their end and gradually decreases along its length. It runs a distance suggesting that it connects to the neighboring island – Wogan does the math and checks his compass – it does connect to the neighboring island.

Secret Chelaxian Underground Canal

The five pirates, plus Saluthra the snake, march alongside the underground ship canal using light and continual flame to cut the darkness. Many minutes later, a flight of thrown tridents strike the group from out of the darkness. One strikes Wogan, who narrowly avoids being pulled off the walkway by the cable attached to the trident. Sindawe throws a light back revealing three Chelish seaworn undead marines and a tall coral formation roughly approximating a human form. They are 40' away and 15' down.

Mitabu sets a bear trap in anticipation that the enemy will charge. Serpent rages and charges right off the ledge. His leap carries him most of the distance to the enemy, then he runs

the rest. The muddy ground does not slow him thanks to his ranger training. The coral bodied creature claw snaps on Serpent, but misses Sindawe who follows close on his heels, using his monk training to drop to the canal bed without missing a beat.

Mitabu drinks this all in and decides to shoot rather than melee. Mase climbs down carefully. The seaworn circle in on Serpent and Sindawe, attempting to flank with their coral golem. Stabbing tridents and clicking coral claws seek pirate flesh. Both pirates run back to their companions after they suffer horrific, bleeding wounds from the coral golem.

The coral golem proves most damage resistant to the pirate weapons, while the seaworn are only partially immune to non-impaling weapons. Mase and Serpent drop several seaworn and Mitabu drops a bear trap on the third. Sindawe lures the coral golem away from his companions who dispatch the seaworn.

The golem picks up two fallen seaworn and jogs slowly into the darkness that is the far end of the tunnel.

Sindawe gently whispers after the golem, “No! Come back! I was winning.” He picks up the discarded tridents and breaks them.

Everyone climbs out of the canal. Wogan heals the wounded.

The Canal Continues

A short time later the pirates find a blocked section of canal. The escape golem stands in a pool of sea water. The two fallen seaworn emerge from the pool, none the worse for wear. Sindawe spots a walkway level passage on the far side of the canal.

The coral golem climbs the debris pile, then lifts the seaworn onto the ledge with the pirates. The pirates and the seaworn meet at a mid-point for melee. Serpent beats the other to death.

The coral golem moves to wait below the melee. Wogan casts *bless* then drops a bomb on the golem. The golem ignores the lit bomb; it beats the walkway, dropping Mase into the muck below.

Mitabu throws one end of a rope down, "Mase, grab the rope!"

Mase grabs the rope. The others haul the rope up. Mase collapses from the weight of his wounds.

Sindawe orders everyone to drop to the ground out of the line of sight, then dons his *bat of disguise*. Appearing as a seaworn he lures the coral golem back down the canal. The remaining pirates spot a tunnel across the canal from their current position. They decide that Sindawe would want them to go for it.

Secret, Chelaxian Side Tunnel

The coral golem is not fooled for long by Sindawe. It turns back to the pirates crossing the canal bed. Sindawe turns and runs full speed past the golem and toward his companions. Those pirates make the climb to the overhead tunnel; only Wogan needs a hand up via rope. Sindawe is the last up. They all press through the narrow entryway with some haste.

The pirates move down the tunnel, leaving the coral golem behind. They crouch walk down the 5' by 5' tunnel which angles up and into a room. The room is 60' to a side with a catwalk above the water at its bottom. There are four tunnels out, one at each corner. The two southern doors are designed for man tall traffic while the northern two appear to be utility tunnels. Light

more powerful than a noonday sun is emitted by a giant, fat water droplet overhead. A serpentine form wriggles about within the droplet.

Wogan combines spellcraft and the *terrorkin amulet* to examine water droplet. A pair of serpent heads break the droplet's surface. Serpent tries communicating with the heads in parseltongue.

The dual heads hiss, "What are you doing here?"

Serpent, "We seek the *terrorkin*. Do you know where it is?" Wogan helpfully waves the *terrorkin amulet* around.

The dual heads hiss, "I live here."

Serpent asks, "What is your name?"

The dual heads reply, "Yeah, we don't know what that is."

One head talks to Serpent while the other head eyes Wogan hungrily.

The conversation doesn't go far as the snake is not terribly intelligent, but the monster does not attack. It withdraws into the water droplet. The pirates investigate the level tunnel which ends in a cave containing a pool.

A ghostly Chelish captain in full naval dress floats out of the pool. It demands, "Who are you?"

Wogan and Mase both respond, "We are Chelish officers! Here to gather up the *Terrorkin!*"

The ghost replies, "But that was not our order. It is scuttled and we guard it."

Wogan hands the *Terrorkin amulet* to Mase, who holds it high, "We are here for the *Terrorkin* in the name of Her Infernal Majestrix Queen Abrogail II!"

A mightily high Diplomacy check DC is made. The ghost nods, “I can only release it if you board the *Terrokin* and read the Articles.”

Mase replies, “Yes. I agree.” Some of the other PCs realize that “the Articles” are the Chelish Navy Articles of War, customarily read as part of the handover of a ship from one captain to another.

A Secret, Chelaxian Trap

The pirates leave the cave via the tunnel back to catwalk central. They choose a tunnel that descends to the south west. It twists around. At a sharp turn there are double iron doors. Sindawe listens at the doors and hearing nothing tries one... it is locked.

Sindawe orders Mitabu, “The doors are yours.”

Mitabu notices three levers built into the doors fancy ironwork. He opens the doors on his first try. The room is actually a landing (20’ deep and 30’ long) next to the underground canal. It is clear that is meant to be a dock.

They decide not to go back into the canal but to continue down the tunnel next to the iron doors and further investigate this side complex. The floors and walls grow slightly slimier. It widens at one point to a junk filled room – the tunnel continues on the far end. Wogan and Sindawe enter the room to investigate, which activates the trap.

Stone doors drop into place sealing the pirates in. Another stone door drops away, dumping water into the room and revealing a drowned chimera. It staggers to its feet and breathes a line of acid at Sindawe and Wogan. Sindawe dashes in and stabs it with his transformative weapon, now a siangham. Mitabu maneuvers for a backstab. The other pirates wade in too.

Wogan casts *water breathing* then dashes about the chamber to deliver 2.5 hours of water breathing to his companions.

The chimera critically bites Sindawe – in the brain! Double damage and only one standard action next turn. Its other attacks miss, then Mitabu drops the beast with a dagger to the eye.

The room continues filling with water... the chimera's wounds begin healing. Sindawe examines one of the beast's open mouths; he plucks out the onyx gem at the back of the throat. Mase hacks at a beast neck. Mitabu works on disarming the stone door portion of the trap. Wogan bakes the monster with a positive energy burst.

Sindawe pulls an onyx gem from a second of the beast's mouths just as Mitabu opens the door. Water rushes out that exit, washing pirates and chimera down another tunnel and into a room with a pool of water in the center. The seasworn marines lying in wait arise and strike.

Sindawe grabs the last onyx gem in the goat's throat but it is lodged in there but good and requires a second try --- the chimera finally collapses. The other pirates melee with the seasworn in waist deep water.

Mase sternly commands, "Seasworn stand down! I am in command!"

The seasworn continue fighting. Mitabu charges one with a bear trap; it slams shut and begins grinding. Mase wades into the melee screaming, "Listen to me! Obey!" Serpent beats a seasworn into pulp. Wogan heals wounded pirates, then guns down a wounded seasworn with a bullet to the head. But the downed seasworn rise again – the water heals their wounds. Some pirates remove onyx gems while others murder the seasworn again and again.

The water fills to chest level then ceases.

Sindawe asks no one in particular, “When will authoritarian regimes realize that aquatic warriors are not the solution to their problems?!?”

Another Secret, Chelaxian Trap

The pirates leave the guard chamber via another tunnel. The next chamber contains pots, boxes, and chests. Brilliant coins and weapons lie about the chamber. Mitabu fails a ‘find trap’ check. He lunges for the closest pile followed closely by the greedy Serpent. A stone weight plunges from the ceiling – it narrowly misses Serpent and pins Mitabu to the ground and below the ever present water. Noxious vapor billows out from the stone; it sickens pirates and makes surfaces slippery.

A blob of acid hits Mase. Three creatures of impish dimensions explode out of clay pots in the room; they cackle loudly. Wogan hoses one down with *magic missiles*. Another noxious cloud appears around the clustered pirates.

Serpent hauls the rock on Mitabu up enough for Mitabu to slip out from underneath. Mitabu snap shots one of the impish creatures. Sindawe runs out of the stinking cloud, leverages a leap from atop of clay pot and stabs another. Two of the creatures vomit a cone of slime upon the pirates.

Mase uses the dirty water on the cave floor to wash at the *acid arrow* spell burning his face. Wogan dons his Gozreh mask – it lets him see through the *stinking cloud* spells. One creature lands on the ground and casts a spell upon Serpent; he shrugs it off and charges... and the second giant stone block trap crushes him to the floor. The creature giggles at the success of its gambit. Sindawe charges along Serpent’s path and over the stone pinning Serpent. He leaps and grapples the creature. Another creature hits Sindawe with a stinking cloud while its trapped friend wiggles

uselessly. Mitabu stabs the pinned one (17pts)... it mutters with its dying breath, “Robble Geek will be back!”

Mase rushes to help Serpent get out from beneath the stone. Wogan casts silence on the least wounded impish creature flying about – the creature’s profanity is cut short.

Sindawe stands up and beats the dead impish creature’s body mercilessly on the stone block. This incites the remaining two to blast him and Mitabu with acid cones.

Serpent pulls out a bow and shoots at one flyer. Sindawe throws his spear. Both miss. Robble Ned demands, “OK, parley! We’ll give you our treasure!”

Sindawe picks up his spear and throws it – he screams, “Don’t trust them!” The spear drops another flier.

The last flier clings to the ceiling within a stinking cloud that only Wogan can see thru. Sindawe uses his immovable rod to chest pull up to the flier’s position (just like the *Oliver Queen* does in the *The Arrow*). The creature shoots an acid arrow at Sindawe, misses, then flies out of the cloud and toward the exit. The waiting Mitabu drops it with critical shot from his gun.

The pirates decide to check the remaining chests and boxes.

Mitabu checks for traps and declares, “All clear!”

Serpent relaxes slightly just before another stone block crushes him (25pts). The others pull him out. There is some discussion about “why the hell we brought a trapfinder with us in the first place if he can’t find a #(#\$*)!*& trap.”

The pirates find cold iron dwarven war axe, alchemical silver rapier, and a dead seasworn. The remaining gear and weapons are just highly polished. The exposed coins total up to 100gp. Mase claims a high sheen long bow and arrows.

Several pirates bend to destroy the crated seaworn, but Mase begs, “Hey, let this one be. I... We’ll need a crew for the *Terrorkin*.”

Wogan and Mase discuss the matter and decide that the seaworn are intelligent and can be re-aligned by Mase reading the Articles.

The pirates determine that they have exhausted these tunnels and caves. The only route left is the underground canal past the cave in. They drag the crated seaworn along and leave it at the dock.

The Loot

- 3 sets of masterwork longswords and light steel shields, requiring some clean up from a lifetime in the ocean.
- 11 onyx gems worth 125gp each, torn from the throats of undead Chelaxians.
- A string of continual flame lanterns (20).
- 3 masterwork tridents
- cold iron dwarven war axe
- alchemical silver rapier
- a mostly but not quite dead seaworn

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.

Agenda for the trip south and eventual return to Riddleport:

- 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
 - *Slipcoze 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

- *Olo* under *Avimar Sorrinash* – 2
- Given that the course is: Out of the Eye, to Drenchport, then skirt the Shackles to Olo, 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.”