

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 2/12/2012

TODAY'S EPISODE: FROM SEA TO SHORE

Our heroes are on Monster Island (Nal-Kashel), two miles off the Sallow Coast in Cheliah. They have just finished fighting enveloping moaners. Their ship, the *Teeth of Araska*, is anchored on Monster Island's north-eastern side; the crew has been mutated and enslaved into half-men/half-fish laborers.

Our heroes today are:

- ▲ Captain Sindawe H'kilata Narr, the fist-punchin' Mwangi monk (Chris).
- ▲ First Mate Ref "Serpent" Jorensen, the staff-bashin' Ulfen druid/ranger and his snake Saluthra (Paul).
- ▲ Gunnery Mate Wogan, the pistol-packin' celibate cleric of Gozreh (Patrick).
- ▲ With them are the pirates Slasher Jim and Gareb. Del and Spee had originally come along, but both have met monstrous fates.
- ▲ Jaren the Jinx, a the cursed progeny of Black Dog the pirate

The MIA *Teeth of Araska* crew:

- ▲ Hatshepsut, monk and high priestess of a lost civilization who doesn't savvy much Common and her cobra Naja.
- ▲ Samaritha, the wand-blastin' serpentfolk wizard in the guise of a pretty half-elf.
- ▲ The rest of the crew, some 20+ souls consisting of:
 - ▲ Survivors from the ship's previous pirate crew
 - ▲ Ex-slaves escaped from their Chelish owner and recruited from their castaway island home
 - ▲ Various other recruits, some willing, some not.

The away team consists of:

- ▲ Bosun Tommy Blacktoes, the staff-slingin' sneaky halfling rogue (was Kevin, now an NPC).
- ▲ Lavender Lil, a buxom, tiefling ex-prostitute.
- ▲ Crewmen:

- ♣ Kahina, ex-slave
- ♣ Sevgi, ex-slave
- ♣ Little Mike, ex-Chelish Navy
- ♣ Rolf, who killed an owlbear in Zincher's Arena

IN THE BELLY OF THE BEAST

Serpent, Wogan, Sindawe, Gareb, Slasher Jim, and Jaren the Jinx take stock of themselves after their latest combat in the organic caves below Monster Island. Wogan heals the wounded from the much diminished Cure Light Wounds wand. Sindawe asks for a volunteer to temporarily carry the newly acquired aberration bane spear. Jaren, Slasher Jim and Gareb volunteer eagerly - the pirates dice for the right and Jaren wins.

The pirates return to the main tunnel, which 15' in diameter, circular, and coated in a substance like the shell of a deep sea crustacean. Serpent refers to it as the upper intestine since it is linked directly to the large organic looking chamber deemed "the gut". They head away from "the gut".

A very short distance later the pirates find another side room or hallway that is collapsed. Sindawe asks Wogan to throw a summoned animal into the area. He does so, but the rat does not return. The pirates cannot find a way through nor does blindly feeling about detect any illusions.

Another bend in the tunnel reveals a chuul guarding the far end. It does not charge. Instead, it clacks its claws and waves its mouth-tentacles menacingly. The pirates do not move closer - chuuls are very dangerous and they've encountered illusions already. Sindawe tosses rocks at the intervening floor to ensure a lack of pits.

Serpent and Wogan attempt to negotiate with the chuul but it is difficult to tell if the shellfish aberration can understand, let alone care about, what they are saying. Bored, Serpent and Wogan begin shooting at it with bow and guns. After several volleys the trap is revealed. A second chuul appears out of a side tunnel - it would have attacked the pirates from behind as they attacked the first chuul. Both chuuls charge the pirates.

The chuuls can only charge one at a time thanks to the narrow tunnel. The first one is caught on a pair of braced spears held by Sindawe and Jaren. The chuul shatters a pincer against the ceiling (a fumbled attack plus Jaren the Jinx's ill luck at work!). The creature snatches Jaren up in a pincer and is immediately staggered by Wogan's pistol shot (Spinal Tap - normal damage and -4 on attacks, skills and abilities for 1d4 rds). Serpent snatches up the dropped aberration bane spear and stabs the chuul, killing it by a ridiculous margin of damage.

The dead chuul's brother steps forward, snipping at Jaren who scrambles between between the creature's legs. Gareb and Slasher Jim rush forward to attack. Sindawe throws his spear, fumbles and suffers from Jaren's ill luck - he is sickened for 1d6 rounds because of the gore. Serpent stabs the chuul (23pts) with the aberration bane spear. Guided by an intelligence greater than its own the chuul snatches the spear away and starts breaking it - the spear is immediately reduced to "broken" (-2 to hit). Wogan's next shot is a fumble - the gun explodes in his hand thanks to Jaren the Jinx!

Wogan spends a Fate Point to allow Sindawe to snatch the spear away from the chuul before it is shattered and stab it critically with it (39pts). Serpent's next hit kills the chuul.

Several pirates eye Jaren with hatred. Serpent offers up that the spear should be repaired, so the pirates retreat to the side chamber they just left because it is defensible. Serpent and Wogan apply the Mending spell to the spear and Wogan's broken pistol. It takes about twenty minutes to put the items back in working, though hardly pristine, order.

The Chuul Chamber

The men enter a chamber coated in the organic growth. A pool of clouded polluted water gives it an awful smell. Wogan casts Purify Water making the water much less disgusting and crystal clear. Sindawe points out a glowing gem. Wogan's attempt to study the gem from afar using Detect Magic is foiled by Gareb and Slasher Jim who unhesitatingly dive in after it. The two struggle like siblings over the gem, complete with dunking each other, crotch punches, and hair pulling. Slasher Jim manages to get the gem back to shore where Wogan snatches it away.

Wogan examines it and announces, "It is a gem of Fire Elemental Summoning. One time use."

Gareb says, "Let's cook the chuul claws with it!" Slasher Jim and Jaren agree heartily.

Serpent warns, "The chuul might be poisonous."

Sindawe, in an attempt to kill the "cook a chuul with valuable magic" plan, suggests, "We can find out if its poisonous real quick. I need a volunteer to stick his foot in the chuul's mouth."

Serpent rolls his eyes while responding, "We know the chuuls are venomous. But we don't know if they're poisonous. We druids learn real early on the difference between those two." And he explains the difference at length and in great detail. And that kills the "let's roast a chuul for dinner using valuable magic" plan. But it does spark a long conversation about mud wrestling and sexual predators... because that's the way they think.

The Pirates Press On

Just past the chuul encounter area, two smaller side tunnels head off in opposite directions from the main tunnel. The pirates investigate the right tunnel which terminates in a chamber that has the organic surfaces typical of these caves. But several areas in the chamber lack the organic covering, exposing the bedrock beneath. Wogan spots lines of power (thanks to the Necklace of Alivis) - probably an *alarm* spell judging by the fluctuations it just kicked off. There is nothing of interest in the room.

Wogan snaps off a piece of the organic surface - the broken area makes a half hearted attempt to heal itself then gives up. Serpent searches the rubble and finds a magical urn. Wogan and Serpent study it with Detect Magic but its purpose eludes them.

The pirates move out to investigate the other side passage. They follow it for a long time. It gradually slopes upward, eventually ending on the sea cliff, 80' above the water. The pirates decide that such a climb would be too tough to tackle, at least for now. They return to down below.

The Main Tunnel

The pirates find that a side passage they ventured down earlier is no longer there. Serpent, suspecting an illusion, moves forward to find it again. The wall or something behind it strikes him repeatedly, stunning him in the process.

The tunnel mouth reappears and in it stands Hatshepsut! Behind her is Samaritha in her serpent folk guise. They move to the attack. The pirates are quite surprised, except for Jaren the Jinx who tumbles past Hatshepsut while screaming, "Should I cut her?" Wogan answers, "No!" so Jaren only uses the spear haft.

Samaritha fires a Scorching Ray hitting Sindawe (8pts). Hatshepsut executes a Flurry of Blows against Serpent (19pts and bleeding strike). Sindawe yells at Hatshepsut, "Snap out of it!" and trips her. Slasher Jim stabs at the downed woman, who rolls aside while tripping Wogan as he runs past. Jaren sneak attacks Hatshepsut (10pts) with his spear haft.

Samaritha dazes Jaren with a spell as Hatshepsut recovers her footing. The pair continue to evade the pirates' attacks. Gareb stabs himself and Samaritha pulls a jaw muscle while attempting to bite Wogan, both thanks to Jinx-enhanced fumbles. Hatshepsut uses a negative energy burst to hurt all of the pirates, then executes a vicious series of attacks dropping Gareb and Slasher Jim and wounding Serpent.

Sindawe stuns Samaritha with a Flurry of Blows allowing Wogan to touch her with Protection from Evil. She staggers back and reverts to human form. Hatshepsut moves to attack, then freezes in place as if her invisible puppet master has stopped issuing orders. Sindawe dashes over to Hatshepsut waiting for her to make the next move. Wogan moves over to Slasher Jim and stabilizes him with a hit from the Cure Light Wounds wand. Serpent does the same for Gareb.

Samaritha recovers from being stunned and says, "What happened? How did you get here?"

Serpent says, "You were under mental control! What about Hatshepsut?"

Samaritha, "Oh... I control Hatshepsut." She waves her hand and Hatshepsut relaxes. She continues, "Gerloch was controlling me. They're trying to free some ancient creature."

Wogan, "Are you really free now?"

Samaritha, "I can feel Gerloch trying to control me again. How long will your spell last?"

"5-6 minutes," Wogan estimates.

"We should probably stay behind. I would offer to take your unconscious friends out but Gerloch's control may not be limited by distance."

Wogan and Serpent begin healing everyone earnestly. The group decides to press on together, since Gerloch and his henchmen are only a short distance away. It risks the women turning on them again, but that's just a day in the life of any man.

The Dig Site

Wogan activates the Fire Elemental gem just as the pirates rush towards the area Samaritha told them about. There, five fish-men are frantically digging in a section of wall which is slowly regenerating. This section of the tunnel is knee deep in water.

Serpent yells, "Where's Gerloch?"

Wogan replies, "We've never met him. Maybe he's one of the diggers?"

The pirates and women charge the fish-men. Samaritha casts Enlarge on Sindawe. Monks pummel fish-men. The fire elemental sets one afire. The fish-men counter with bites, claws, and pick-axes. Wogan kills one with a gunshot.

Serpent asks Samaritha, "Where's Gerloch?"

"He might be in his lab which is thataway." Serpent runs thataway.

The monks murder several more fish-men despite Hatshepsut impaling her hand on a fish-man's bone (another Jinx-enhanced fumble). The fire elemental and Wogan kill several more. The last fish-man throws himself in ineffectually into Serpent's path.

Another fish-man, arms crackling with arcane energy, rounds the far corner. It must be Gerloch. A monstrous fish comes flopping in from the direction that the pirates entered - it has three huge eyes, tentacles, and more tentacles.

The Boss Fight

Gerloch throws a lightning bolt into the mass of pirates (14pts or 29pts without save). The last fish-man is slain in the attack. Jaren is staggered and pretends to fall unconscious - "Tell my wife I love her!"

Wogan yells back, "We told you she's dead!" Jaren falls prone on top of a dead fish-man to avoid drowning.

The fish monster waves its tentacles around creating a Hypnotic Pattern, which causes Gareb and Slasher Jim to stand transfixed by the light show. The other pirates caught in the effect fight their way through.

Serpent charges Gerloch, hitting him with his staff (14pts). Hatshepsut joins him, also hitting the alchemist (12pts, bleed, but no Stun). Gerloch attempts a touch-

attack spell against Serpent, but fumbles (and is Jinxed). His magic goes awry and a fiendish rhinoceros appears and attacks Gerloch!

Sindawe grabs up the aberration-bane spear and rushes the fish monster. Wogan shoots it. The fish monster reaches out to Sindawe's mind but fails to control him. Samaritha crits it with a Scorching Ray. The ray passes through it, leading Sindawe, Wogan, and maybe others to believe it is an illusion. So Sindawe decides there is no threat and runs back toward Gerloch. Wogan casts Obscuring Mist on the fish-monster to cover their retreat - it also disrupts the Hypnotic Pattern that was locking down Gareb and Slasher Jim.

Wogan moves backward bumping into Jaren who whispers up, "Hey! Heal me!"

Wogan says, "Yeah, let me start with my boot on your neck."

Serpent pummels Gerloch stupid with several staff hits. Hatshepsut flips over the rhinoceros, avoids its attack of opportunity, and hits Gerloch in the back (much damage, bleed and stun). The fire element hits and sets him on fire. Sindawe stabs him once, then Hatshepsut ends him by ripping out his spine.

Serpent asks Samaritha, "Did that remove the control?"

Samaritha replies, "No, I still hear the voice."

Sindawe also hears the voice inside his head. He runs back to the illusion and into the obscuring mist. Sindawe flails about and finds a tunnel where none was earlier. Wogan orders the fire elemental to attack the rhino and cancels the obscuring mist. Sindawe rushes down the tunnel and finds a side passage previously hidden by an illusionary wall.

The walls in this chamber appear to be diseased. A bloated sea-creature lies atop a mound of its own sloughed off skin - it is a duplicate of the illusion that was in

the outer tunnel but much less healthy. There is water and scum on the floor. Sindawe approaches and stabs the form with his spear but its sloughed-off skin takes the brunt of the attack. Samaritha follows him in.

Wogan stabs at Jaren with his trident, but the pirate rolls aside. Wogan rushes after Sindawe and Samaritha. The fire elemental finishes the summoned rhino. Jaren gets up and staggers after the other pirates. Serpent runs past toward the side tunnel. Jaren asks, "Do you have healing?" Serpent keeps running, calling "Yes!" over his shoulder.

The fish monster hits Sindawe with two tentacles (14pts) and his flesh begins to turn translucent. Sindawe stabs and hits (16pts). Wogan hears the voice inside his head upon entering the chamber but fights through it. Others enter the chamber - the fire elemental, Slasher Jim and Serpent. Jaren charms a healing potion off of Gareb.

Sindawe stabs and fumbles and is Jinxed, pinching a nerve. Hatshepsut closes with the creature after circling to its far side - the fish monster slaps her with a tentacle and her flesh also begins to thin and turn translucent. Wogan hits it with a Icicle spell.

The fish monster attacks with many, many tentacles. All miss and it fumbles three times (Jinxed). It tangles itself up and knocks itself unconscious on the spear held by Sindawe. The pirates stab the creature without mercy. It expires.

Jaren enters the room and asks, "What's going on?"

Sindawe snarls, "Nothing!", turns and hurls the spear into Jaren, dropping him.

Slasher Jim asks Sindawe, "What was that about?"

Sindawe, "He had it coming." Giving the others the hairy eyeball, he adds, "Maybe he wasn't the only one."

Slasher Jim immediately says, “Not it!”

What Was Going On

Samaritha explains what all was going on to us. “Gerloch was trying to dig the aboleth out and return it to the sea. The creature couldn’t control Hatshepsut but it could control me, and forced me to control her. When Gerloch’s alarm spell went off, he sent us out to stop whoever the intruders were.”

“You can control Hatshepsut?”

“Yes, my people have been giving her people orders for eons. But then the aboleth’s control dropped suddenly. Why?”

“We messed with the Orrery. Didn’t it free you?”

“The Orrery amplified its powers but those of us near it were still dominated. The others farther away were freed, however.”

The aboleth’s bier is surrounded by the offering of its slaves. The loot: 1346gp in various ancient coins, 1500gp in jewelry (Azlanti), and a magical pearl (Pearl of Power rank 3).

Jaren is searched; he has a wedding ring (Swimming), a short sword, and pants. “Someone go get Gerloch’s body so we can search him,” starts Sindawe, as Gareb and Slasher Jim run at top speed into the dark to get to the prime looting opportunity.

When they bring back the dead fish-man, they find that Gerloch has a magic trident (+1), Cure Light Wounds potion, and a cloak (Resistance +1). Serpent notices that Gareb has a circlet on his head that he didn’t have earlier. The two pirates are told to strip for a search, and a wand (Ray of Enfeeblement, 10 charges) and head-band (alluring charisma +2) are found. They object to having to strip in front of the

women, but the women are unfazed. Samaritha, of course, is a serpentfolk, and Hatshepsut, looking them over, adds "I've sacrificed better."

Gerloch's Lab

This room has an alchemist's lab that has been cobbled together from Azlanti mechanisms. But the parts are gummed up from weeks of lying unused.

Wogan asks Samaritha to take a look. She finds a magic potion and wand. Looking through the copper plates, she finds alchemical notes and a journal. It is in Azlanti. "Of course I can read Azlanti, silly, can't you?" asks Samaritha. Taking pity on us warm-bloods, she reads the journal aloud.

My plans to loose the master from his long captivity are finally coming to fruition! A man came here, or as it turned out, a serpent man, who sought the forefathers' secrets. I gave him what he sought and in return he gave me aid from his own master, who he only referred to as "the Krakenfiend." Soon we will have many more workers, as many as we need, to break through this ancient prison and let in the waters that will rouse mighty Mohl'mak from his slumber and then we will become legion. The Azlanti squandered the masters' favor; I will not make the same mistake. To think I first came here to free my village from what I thought was a curse! The only reason I keep the hated cure around is because the master whispers to me that we may one day need agents that can move undetected among the land-dwellers, and it may come in useful then. His whispers bring much wisdom. The wonders of the ancients are manifest here and digging in their variety. Sentient streetlights! Buildings which grow themselves! An altar guaranteeing

conception to those who consummate their wedding night there! Effective control of both air and water!

Mastery of these things will allow us to reign over the hapless mass that humanity has become since they rejected the masters' beneficence.

One day we may come into conflict with the one calling himself Jammerhawk; luckily it sounds like his initial designs lie to the south in Garund. But the aboleth will demand nothing other than complete mastery of first the sea, then the shore! The master's will be done!

Serpent gets excited about the passage stating that conception is guaranteed for those who consummate their marriage at Wedding Rock. He points this out to Samaritha. "Do you want to get married and give it a try?"

"Oh, yes!" She flings her arms around Serpent's neck.

Jaren recovers consciousness and asks Sindawe, "Why did you spear me?"

Sindawe replies, "I wasn't sure we could trust you." He turns to Samaritha, "So, how long to crank out the cures?"

"Several weeks to get enough for the crew and villagers."

But the Warping Continues

The warping is still going on, so the pirates will venture out onto the island to secure ingredients for the "cure". The women will remain behind to get the alchemist lab up and running.

The pirates exit the lower areas to find out what happened to the crew. They eventually arrive at the channel that Gerloch had ordered dug.

Bel and Stoke are in charge there and ready to report: "We killed the fish-men. Some of the villagers got lippy, because the fish-men were their relatives. So we had to kill a few villagers. That's when Goat got killed."

The officers are disappointed at the loss of Goat and the good will of the villagers. But then again, it could have been much, much worse.

ISLAND LIVING

Wogan holds a eulogy for the dead pirates Spee, Del, and Goat.

Slasher Jim and Gareb are jazzed by having experienced and survived Monster Island. Wogan awards the book of tiefling porn to Slasher Jim for his valor. His reasoning is that some hardcore pornography might distract Jim from his serial killer tendencies. Wogan isn't all that bright really. Jim accepts the tome happily. (The players all agree that this sort of material will at best redirect Jim toward Lavender Lil.)

The key missing ingredient for the cure turns out to be vegepygmy juices, so the pirates slaughter a bunch of vegepygmies. Samaritha's alchemy operation produces the needed cures. The Warping is reversed on the whole crew, which is very thankful.

Remove Curse is required to reverse the translucent skin disease on Sindawe and Hatshepsut.

BACK IN BLACK(COVE)

Sindawe tries to recruit some villagers as crewmen but none of them are having it, especially after his "throw villagers to the tentacles" maneuver back during the siege of the lighthouse, and his crew killing a bunch of them during the "fish-man slaughter".

The crew approves of the wedding for Serpent and Samaritha. Gareb even gives his looted wedding ring (Ring of Swimming) to Serpent to use so he has a matched man and woman set.

Sindawe wants to steal the lighthouse's light, but Wogan points out several problems with this plan. "It's a Chelaxian landmark! They'll send the Hellknights after us! And it is too heavy. We would need industrial equipment." Sindawe is disappointed.

The pirate crew loots the town for booze - Wedding Booze! Sindawe leads a small group to search the temple for more booze, but mainly to loot it. The priestess, Lira Saruven, is beaten unconscious when she attempts to evict them.

DO YOU TAKE THIS SERPENT?

Wogan performs the wedding ceremony on the beach. Serpent and Samaritha exchange vows that they wrote - Samaritha's is sweet while Serpent's is brief. Gareb warns Serpent, "Watch out for the twin hickeys," and makes serpent-fang motions with his hand - toward his crotch. Serpent just smiles and nods. The couple disappear into the waves and begin their long swim to Wedding Rock. The remaining pirates pass the honeymoon by marauding through the town.

Jaren apologizes to Wogan, "We got off on the wrong foot." Wogan resists the man's friendly advances until he is offered a drink. This pierces his gruff exterior and he sits down with the man. Wogan thinks, "I'll kill him later. Or let him die... later."

Hatshepsut takes Sindawe to his cabin. She locks the door, removes her clothes, and lets her hair down. Literally, waves of hair appear! A startled Sindawe thinks, "Huh! Hatshepsut is bald, where's this hair coming from?" Before him stands the voodoo goddess Mama Watanna who says, "Sindawe, Mama is proud of you. But you and your people...can't... talk... with... your... tongue... in... my... mouth." Sindawe has decided not to waste time - he hasn't seen Watanna in nearly four weeks. The two make Angel Heart style love (the walls bleed from the floor up, the torches burn colors that do not exist in nature, et cetera).

Sometime later in bed, Mama Watanna begins her speech again. "Sindawe. Mama is proud of you. But you and your people face a great dark..." She pauses to kick the snoring pirate in the small of the back, waking him instantly. She starts over: "Sindawe. Mama is proud of you. But you and your people face a great darkness. I cannot tell you how to prepare or what the darkness is, but Mama Watanna knows her Sindawe can win through." Sindawe blinks questioningly and thinks, "I woke up for that?" Watanna's hand snakes across his thigh. Round two!

Serpent and Samaritha make the long swim to Nal-Kashel successfully. They crawl out of the surf and onto the dark sand beach. Spires slowly float by overhead, visible only as areas of black on the field of stars. Serpent immediately suggests, "Let's get out of these wet clothes so we can warm up." Samaritha is about to reply when the couple join hands and walk quickly to the large graffiti covered rock (Wedding Rock). Its siren call soon has them coupling madly upon its rough surface.

Her fangs sink deeply into his flesh. Ever the romantic, Serpent ignores the pain. Somewhere in the night they fall unconscious from exhaustion.

INTO THE SUNSET

Serpent and Samaritha are awakened the next morning by the arrival of the *Teeth of Araska* which has sailed up close to the beach of Wedding Cove. They swim out to the ship, where they are helped aboard and greeted by the many bawdy cheers of the crew.

After picking up the happy couple, the ship tacks back toward the mainland, where they see their away team waving gaily from the road atop the seaside cliffs of the Sallow Coast. Did they find a soft pirating target? Did they find romance and adventure? Was their cover as "adventurers" successful? Did one or more of them end up in jail or worse? We'll find out in two weeks.

Behind them, the people of Blackcove find the naked and mutilated body of Lira the temple acolyte inside the coral shrine. On her brow are horns broken off the shrine's statue of Asmodeus. One more secret for the town of Blackcove to cover up.