

Reavers on the Seas of Fate Session Summary - 04/18/2010

The heroes have just watched the *Wandering Dagger* sail away, when they turn to discover a group of goons waiting for them. “Mr. Slyeg wants to talk to you,” the goons say. Our heroes are:

- *Wogan*, the pistol-packin' celibate cleric of Gozreh (Patrick)
- *Tommy Blacktoes*, the staff-slingin' sneaky halfling rogue (Kevin)
- *Sindawe H'kilata Narr*, the fist-punchin' Mwangi monk (Chris)
- Ref “*Serpent*” *Jorensen*, the staff-bashin' Ulfen druid/ranger and his snake *Saluthra* (Paul)

Terror in Riddleport

Sindawe tells the goons, “No problem. We'll go see Avery Slyeg later then.”

The goons, unfortunately, don't seem to take to this plan, “He'll see you right now.”

The goons escort the heroes to Avery Slyeg's bar, the River Runner. Soon, they are escorted into Slyeg's well-appointed office where several criminal types are lounging around.

Avery Slyeg is a large square-jawed man with close-cropped white hair. He asks the heroes to sit in the four small chairs in front of his large throne-like chair. “So,” he leans forward, “Do you have something to tell me?”

Tommy Blacktoes offers, “You have something hanging out of your nose?”

Slyeg glowers, “I don't get halfling humor. No, someone I know was in a place where people in our business hang out, and saw someone who you supposedly killed.”

Tommy chirps, “So someone saw something somewhere? So what?”

Sindawe says, “I guess you mean the Splithog Pauper. Was this someone reliable who saw this?”

Slyeg growls, “Apparently someone more reliable than you.” The goons in the office loom closer. They all have pistols in their belts.

Suddenly there is an insistent knock on the door and *Samaritha Beldusk* storms in. “Ah, just the four people I was looking for. These men are needed for a mission by the Cypherlodge.” She flashes her official Cyphermage papers.

Avery Slyeg doesn't seem happy but he is unwilling to go against the Cypher Lodge. “This conversation isn't over...” he says as the heroes leave with Samaritha.

We Face the Room of Incipient Death

Samaritha leads the heroes out of the River Runner. Several of the goons hanging about seem disappointed that no violence has happened.

As the characters walk, Samaritha tells them, “I heard you were in trouble, and came to get you. But the Cypherlodge does need your help. Some of the Cypherlodge members found something I think you need to see.”

Samaritha leads the heroes into tunnels under northwest Riddleport. It seems someone has been using these tunnels as sewers, and they are full of gunk and unpleasant smells.

“What were Cyphermagés doing down here?” asks Sindawe, “It doesn't seem like their kind of place.”

Tamaritha shrugs, “*Tammerhawk* sometimes hires non-mages; it was a Cypherlodge associate who found it.”

Soon the heroes come to what looks like a storeroom. It is dark and covered in mounds of thick dust. It has a low ceiling and jumbles of rock and junk are in the room. *Wogan* casts *light* on a coin and throws it into the room.

Samaritha tells the heroes, “It's through there. They said they saw weird snaky stuff.”

Sindawe looks askance at the room, “Are we getting a paycheck from the Cypher Lodge for dealing with this stuff?”

Samaritha says, “Actually, I'm doing you a favor. I thought you'd want to know about this before the lodge takes it all over.”

The heroes enter the room and look around. Besides dust and piles of rocks there doesn't seem to be much here, but the heroes note some gleams of metal in the rock that may indicate valuable ore.

The door shuts behind the heroes.

Wogan turns to inspect the iron-banded stone door. He tries to open it but it appears to be latched from the other side. Looking around, he spies a loose brick and removes it from the door, forming a peep hole. Instead of Samaritha standing there, he sees the female assassin who tried to kill Saul at the Swagfest (and was captured and tortured by Tommy in Session Summary 9).

She says, "This is a death that will be quicker than what you deserve."

Sindawe is confused. "I don't see how she can kill us when we're locked in this room."

Wogan replies, "I'm sure it's what's in this room that will kill us."

The assassin rings a bell. It goes *clang clang clang*. Wogan replaces the brick to deny the assassin the sight of his death.

Tommy draws his halfling-sized longsword and looks around. He notices a seam in the ceiling and one wall where the dust is disturbed. "Guys, the wall moves," he says.

Sindawe replies sarcastically, "Great."

Serpent casts *shillelagh* on his staff.

The room begins to shake and the heroes hear a roaring sound coming from all around. The rocks and dust in the room are vibrating all around.

Sindawe runs over to look behind the rock pile, suspecting that there may be foes hidden in the room. He sees nothing but rocks with veins of silvery ore. Tommy moves to the door and looks for a way to open it, but there is no keyhole or access to the latch from this side. Serpent pushes him aside and strikes mightily at the door with his staff but does little damage to it. The floor continues to vibrate. Sindawe inspects the wall that Tommy had pointed out and sees dust sifting down into a crack there as if the floor of the room is not connected to the wall. He pushes on the wall and the crack a opens a little wider, but not much.

Wogan summons a sparkly celestial pony to help Sindawe slide the crack wider. Through the crack, Sindawe sees grinding crushers below. Apparently the room is designed to dump its contents down into the crushers. Wogan looks for something to jam into the gears in vain. Tommy looks in and notices there's an operator's window on the far side of the gears. Tommy yells out and Sindawe looks and sees the hole and a

silhouette of someone in the window. Serpent continues to pound the door with his staff but the door might as well be made out of adamantite, he's getting nowhere.

Meanwhile, Wogan gets hit by a rock bouncing around the room. The entire room tips toward the crushers and Wogan loses his footing and begins to slide into the grinder. The noise of the mechanism is deafening. Sindawe runs over to grab Wogan and pushes him up to where he can wedge himself into a corner while Serpent drinks a *spider climb* potion and hangs on to the sloping floor. Wogan and Sindawe are hit by rocks sliding down into the crushers, and as a result Sindawe falls almost into the gears, hanging on by a thread. Wogan extends his trident for Sindawe to grab a hold of. Tommy also drinks a *spider climb* potion and clambers into the mechanism itself and gets just above the operator window, clinging above it thanks to the potion's magic. Inside, he sees a dwarf at a weird mechanical control panel. Serpent finally decides the door is a lost cause and goes to help Sindawe. He grabs the trident and hauls up to pull Sindawe out. The room lifts up a couple feet and comes down with a bang and all the remaining rocks slide down. Wogan is dislodged and slides down into the crushers but Sindawe catches him by the trident. Sindawe throws Wogan to the window, where he catches on with an arm. He can't fit through, however.

Wogan yells, "There's somebody in here! Shut the machine off!" The dwarf inside shrugs and continues to operate the controls. Tommy scuttles down and squeezes through the hole into the control room. The dwarf's eyes get real big. Tommy threatens the dwarf with his sword, and the dwarf turns and runs. Serpent pulls Sindawe and the trident and crawls up the floor. The floor bounces again and the trident slips out of Sindawe's hand and Sindawe falls again, barely catching himself above the gears. Sindawe climbs back out. Tommy quickly evaluates the control panel and pulls the levers to shut off the deathtrap. Tommy follows the dwarf out onto a catwalk and sees that they are in some big ore processing structure, and looks for a way to get back around to the other side of the deathtrap. He eventually finds a maintenance access tunnel back. Tommy opens the door and lets the others out of the deathtrap. The heroes pause to get their hearing back.

These Serpentfolk Are Not As Overwhelmingly Deadly

Having survived the trap, the heroes want revenge. They head off into the sewer. As the heroes look around for the assassin, Tommy notices a smudge on a wall and finds a secret door which he opens and gestures to the others to move in and investigate. Sindawe lights a sunrod. Serpent checks for tracks, and determines there's been a lot of traffic through here, including hauling large crates. Very recently someone, a smaller than average human, came through at a run; the tracks are still damp.

Serpent continues to track the runner down a rough-hewn smuggler's tunnel, and they pass one opening. Behind the opening is an elliptical room with shelves in the walls and cartons sitting around. Another room like this is on the right, full of scrolls and books. Wogan does a *detect magic* but finds nothing. The tunnel ends in a huge room, 100 feet high and dripping with stalactites. In the room is a gargantuan statue of a hideous serpentine creature. Also in the room are the same serpent-worshipping trappings from the previous serpent temple. But more importantly there are five serpentfolk and an evil lady priest, clearly ready to receive the characters. Samaritha (the real Samaritha this time, we assume) is strapped down on the altar.

“Oh, crap! There's no way we can take five of these things,” Serpent says, “But I can't leave Samaritha either. We'll just have to die trying.”

Serpent, Saluthra, and Sindawe rush forward.

Serpent strikes his serpentman repeatedly with a staff, but gets bitten and poisoned, and stabbed with a spear. A couple rounds later, he has killed the serpentman, however. “Hey,” he shouts, “These serpentmen are a lot weaker than the ones we fought before!”

Saluthra tries to grapple one but the serpentman easily breaks out of the grapple. This continues for some time as the snake and serpentman continue to wrestle.

Tommy hits one with a surprise sling-stone and then dodges the spear that it throws back. A second serpentman rushes forward to fight Tommy in melee. Tommy dodges it and manages to scratch it with his dagger.

Wogan casts *spiritual weapon* at the priest and moves to help Tommy. Then, noticing Serpent's wounds, Wogan goes over and heals him, but Wogan takes a bite and gets poisoned in the process.

Another serpentman throws a spear at Sindawe but the monk deflects it. The serpentman and one of its buddies rush him and bite him twice, poisoning him. Ignoring them, Sindawe leaps over the altar and goes after the evil priest. The priest summons a cloud of smoke to protect herself. Wogan charges into the smoke cloud as well to heal Sindawe. The cleric attempts to wrap her flail around Sindawe's cabeza but misses, while Sindawe and Wogan are each bitten and poisoned again by serpentmen. Sindawe grabs the priest's head and snaps her neck, ending her instantly. Good old "Snaps-women's-necks" Sindawe.

In the meantime Serpent moves to help Tommy with the serpentman melee. With the serpentman distracted, Tommy stabs it in the vitals for a very nice sneak attack. Serpent hits it once more, and Tommy finishes it off.

At this point two of the serpentmen flee. The heroes let them go, but they surround the one remaining serpentman. Sindawe smacks it in the head, stunning it, and then pummels it to death.

Out of the Frying Pan

The heroes then set to healing themselves and freeing Samaritha. She tells them that she doesn't know exactly how she got there. She had been sleeping and woke to find someone looming over her in the darkness. She became paralyzed and was kidnapped, but she doesn't know how long she's been in this place.

While Serpent comforts Samaritha, Tommy performs a thorough search of the statue and finds a secret passage. It goes to a ramp leading up to the surface.

Sindawe searches the priest and takes her chainmail and masterwork spiked chain. She also has a folio with weird writing and a common translation of prayers to Ydersius, the serpent god. He packs up the serpent gong and ritual equipment, intending to take it to sell.

Samaritha pipes up, "I think the Gold Goblin and all of you might still be in danger. The assassin asked me lots of questions about the Gold Goblin, she may still have some kind of attack planned."

The heroes can't leave just yet, though. They go back and loot the storeroom and library they passed earlier. In the library Serpent finds a small hidden book bound in

leather. The book's cover has a serpent jaw motif. It is entitled "The True and Secret History of the Brotherhood of Riddleport." Serpent keeps it.

The heroes then go back to the statue and up the secret ramp. At the top of the ramp a door opens into a well-stocked wine cellar.

Looking around at the wine, Serpent asks, "Does anyone know if any of this is rare and valuable?"

"Who cares? It tastes good," Wogan says, already drinking from one of the bottles.

Tommy climbs the stairs and looks around. He finds himself on the ground floor of a pretty nice house. Behind an open door he sees two guards that have been stabbed to death. There is some commotion from upstairs. Tommy continues up the stairs to the second floor and checks around further, and sees blood on the floor in a nearby bathroom. He slips inside and finds a couple more freshly murdered men. The rest of the party follow him up quietly. Serpent recognizes one of the dead guards as one of Avery Slyeg's goons. There is a study that has been ransacked and stuff is everywhere. Papers have been slashed up. Someone is there rifling the desk and dumping papers out. As the party slips in, he turns and they recognize *Beltias Kreun*, also known as the Splithog Pauper.

The Pauper is surprised to see the heroes. "What are you doing here?"

Serpent bellows back, "What are you doing here? You never did leave town and now Slyeg wants us dead. "

"I wouldn't worry about that any more," the Pauper grins.

"Is he dead?"

"Yep."

"Did you do it?"

"I did my part."

Sindawe asks, "What are you looking for?"

"Nothing. I'm just trashing the place."

Tommy is on high alert and checks back outside in the hallway, and spots the assassin just as she is creeping up behind the group, poison dart in hand. He ducks just in time to avoid the dart. The Pauper moves to a window and busts it open.

Sindawe reacts first and moves to cut the assassin off from the stairs so she can't escape. Wogan emerges from the study and fires a blunderbuss at the assassin, missing. Tommy takes a shot at her and hits. Serpent moves in and strikes with his staff. Sindawe moves to flank and stuns her. Tommy sneak attacks, Serpent hits her twice. Tommy notices the dead body of Avery Slyeg in the master bedroom. Sindawe punches her again.

The Pauper suddenly tries to bull rush Sindawe, but this has no effect other than to let us know he's working with the assassin. The assassin screams "I'll take you all with me!" and intentionally sets off her *necklace of fireballs*. The heroes scatter and manage to avoid much of the damage, but the whole top of Slyeg's house is destroyed. Wogan, Serpent, and Samaritha end up in the street watching it burn, while Sindawe and Tommy dive into the wine cellar.

Why You Really Shouldn't Print Copies of Your Evil Plan and Distribute Them

Sindawe and Tommy saw the Pauper escape down Avery Slyeg's toilet, so they go down the secret ramp to head him off before he can get lost in the tunnels under Riddleport. When they catch up to him Sindawe screams out "Arsonist!" and the Pauper is apparently so startled he drops a flyer on the ground while running away. The flyer details a bunch of lies about the heroes and indicates that the Gold Goblin is going to be burned down. Apparently whoever the assassin is working for planned to murder Slyeg and blame it on the heroes, then burn down the Goblin and murder the heroes, blaming it on Slyeg's men. The flyer was to be circulated about the town afterwards in the hopes people would believe this version of events.

The heroes rush to the Goblin as fast as they can. They run off so fast they are forced to leave much of their loot in Slyeg's wine cellar.

We Fight Most of the Campaign's Remaining Villains All At Once

Back at the Gold Goblin, *Braddikar Faje* (Clegg Zincher's capp), wearing plainclothes instead of his usual distinctive Korvosan guard armor, is assaulting the front door with four goons. *Hans*, *Beyar* and two other Goblin bouncers are defending. The heroes rush in and quickly there is a huge melee going on. The heroes quickly knock off

Faje's goons, but not before both Hans and Bejar fall before Faje's assault. Faje is soon joined by two other groups of attackers that have entered via two different entry points in the back and are menacing the Goblin staff, who are fleeing across the casino floor to avoid their blows. One group is a bunch of half-orcs and orc berserkers (Boss Croat's men, we assume), and the other group is led by *Angvar* and *Thuvalia*, two criminals that once tried to rob the Gold Goblin (see Session Summary 4). *Marzielle Ajuela*, *Iesha*, *Wendt*, *Durt*, *Lixy Parmenter*, and some of the domestic staff are trapped between the two hit squads. *Saul Vancaskerkin* and his bodyguard *Bojask* are nowhere to be seen.

Serpent takes Braddikar Faje out, hitting him so hard it knocks his helmet off. Tommy tags Thuvalia with a rock from his sling.

Wogan casts a spell and a big cloud of gas appears. He yells out "Suffer from my poison death cloud!" This just encourages the orcs to attack him.

Sindawe yells, "You can cast a poison death cloud? Why didn't you do that before?"

Wogan says, "It's not really a poison death cloud, I was just hoping to scare them!" Wogan almost gets cut in two by a critical hit from a massive orc barbarian, but he dodges by a hair. By a massive stroke of luck (and the expenditure of an Infamy Point), the barbarian cuts off his friend's head instead.

Angvar Thestlecrit uses a spell to *grease* the rug directly in front of the main doors. Serpent slips on the grease and falls, but gets back up quickly. Wendt slips in the grease, and Durt runs across him like a bridge. Wendt yells "Pig-fucker!" after the retreating boy.

Surprisingly, the croupier Lixy Parmenter joins the fray and attacks a goon with *Dungo's* head from the ghoullette wheel. Apparently the ghoul head still has its undead powers, as its bite paralyzes the goon.

Samaritha shrinks the orc barbarian with a *reduce person* spell, and Tommy jumps on top of the protesting Wendt and stabs the orc.

Angvar and Thuvalia see that the fight is going against them and try to get away (throwing *sleep* and *magic missile* spells as they go). *Old Scratch*, the bar's resident imp devil, suddenly materializes from nowhere and stings Angvar in the side of the neck.

Angvar gurgles in pain and shocks the imp with a Shocking Grasp spell. Thuvalia yells, “Get off my man!” and stabs the imp with a rapier, which is completely ineffective.

Sindawe runs up to Thuvalia and yells, “Remember this, bitch?” and punches her lights out. He goes on to finish off Angvar as well.

Wogan fires his blunderbuss point blank into the miniature orc. Tommy slits the orc’s throat but it keeps fighting. Wogan fires an icicle into the orc and Serpent (who has slipped in the *grease* again) doesn't get up but beats the orc to death with his staff anyway.

Saul and Bojask come running out after everything is over, asking what happened. Saul claims that he was in the counting room, and ran out as soon as he heard the commotion, but the heroes don't really buy this story. Wogan goes around stabilizing who he can. Hans and Beyar survive but a couple of the nameless bouncers die before Wogan can help them. Iesha and Marzielle got lightly wounded but Wogan heals all the mildly wounded people at once with a healing burst.

Sindawe Is Our Human Resources Guy

Sindawe walks up to Bojask, and without saying a word, starts to beat the crap out of him. No one interferes, but instead just watch in awe. It's over so quickly that no one even has time to start betting on the outcome.

“That's for how you've been treating Lixy Parmenter,” Sindawe tells Bojask. “In the future you should treat her with respect. Understand?” Bojask seems to understand.

Sindawe tells Lixy, “I saw how you helped in the fight back there. Good job.” She seems to be a little less terrified of Sindawe.

We Clean Up Nice

Sindawe goes back to try to recover the loot from Slyeg's cellar but there are gendarmes everywhere and he ends up having to leave it.

Serpent takes a trip to the market to sell loot. When all is done, each party member gets 693 and a half gp.

Each character levels up to level 4 and gets a shiny new Infamy Point as well!