

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 4/22/2012

### TODAY'S EPISODE: ZOMBIE PROOF

Our heroes pirate ship, the *Teeth of Araska*, is anchored off Fire Watch Island near the Azlanti Islands. The heroes are ashore defending the monastery for its nightly zombie infestation.

The heroes 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).
- ♣ 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, and now Serpent's wife!
- ♣ Bosun Tommy Blacktoes, the staff-slingin' sneaky halfling rogue (was Kevin, now an NPC).
- ♣ Lavender Lil, a buxom tiefling ex-prostitute, and Tommy's girlfriend.
- ♣ With them are the pirates of the *Teeth of Araska*, some 20+ souls consisting of:
  - ♣ Survivors from the ship's previous pirate crew
  - ♣ Ex-slaves escaped from their Chelish owner (Martino Marcellano) and recruited from their castaway island home
  - ♣ Various other recruits, some willing, some not.

### *REHASH OR "WHY DIDN'T OUR HEROES SAIL AWAY FROM THE ZOMBIES?"*

Captain Sindawe, First Mate Serpent, Gunnery Mate Wogan, Samaritha, and Daphne (currently Dominated by Samaritha) are in the monastery's interior. Along with the female hermit, Janore, they are defending the second interior floor of the monastery from Ulfen zombies and a Drowned Mantis zombie (we hope its a zombie). Scratch that... Janore almost immediately ran off

to the belfry with Wogan to cast a spell she found in the scriptorium. The spell might defeat the zombie mini-horde, or it might make the storm worse.

Why didn't the pirates sail away when they had a chance? Because in return for defending the monastery Janore promised to teach Wogan a spell that will allow them to find the *Black Bunyip* (captained by Morgan Baumann who has a 2000gp price on her head back in Riddleport)... if they have a piece of that ship, which Janore can also supply.

Morley and Barret are two more monks who survived an earlier zombie attack. They both contracted diseases from the zombies... diseases that are turning them into undead. And both are hiding in the secret basement. The pirates expect to find the pair zombified by the next morning, or one zombie and one victim.

And hags... before the storm and recent zombie attack, the pirates found a pair of hags hiding in the cistern around back of the monastery. They killed both hags yet learned nothing about them: Why were they there? What were their goals? Where was their third? Is their third Janore? Is she the Drowned Mantis? What are their dreams?

### *THE FIGHT CONTINUES*

Daphne casts Haste on her nearby allies as a second Drowned Mantis zombie takes a running start, leaps the crashed expanse of the balcony, lands on the far side, and slashes at Samaritha - the wound is minor but Samaritha is nauseated by its diseases. Sindawe trips the Drowned Mantis in front of him and moves out of a flanked position. Serpent pounds on the downed Drowned Mantis. Ulfen zombies begin climbing over the barricade, while others climb up the walls toward the second floor landing. One lands behind Serpent and Sindawe returning one of them to flanked. Sindawe kills it with a Flurry of Blows. Wogan and Janore continue reading the Control Weather scroll atop the belfry.

The Drowned Mantis zombie attacks the girls, critically hits Samaritha, nauseating her again. The Drowned Mantis zombie facing Sindawe and Serpent hits both of them. Sindawe is nauseated, while Serpent laughs its meager attacks. Daphne summons a wolverine, then moves away from the Drowned Mantis killing Samaritha. Sindawe moves over to oppose the second Drowned Mantis zombie, while vomiting heartily. Serpent beats on still down, though thrashing, Drowned Mantis zombie at its feet. It continues to thrash, as another Ulfen zombie climbs up behind Serpent. (a brief conversation between GM and players reveals that the Drowned Mantis are hurt by their attacks; there was some confusion at the end of last session about that).

Wogan and Janore continue reading the scroll, until a zombie climbs up over the belfry lip. Wogan casts Spiritual Weapon which stabs the zombie repeatedly. Janore says, "I'm out of spells!" and keeps reading the scroll.

The Drowned Mantis in front of Sindawe slashes him onto staggered, then nauseates him again. For good measure the Drowned Mantis injures the wolverine behind it. Samaritha hits it with Magic Missiles. Serpent continues beating on the downed Drowned Mantis in front of him. Daphne casts Dimension Door moving herself, Samaritha, and Sindawe into the scriptorium. Her last words before disappearing are, "Serpent! Meet you in the scriptorium." Her crazed wolverine mildly injures the Drowned Mantis. Inside the scriptorium, Sindawe drinks a Cure Moderate Wounds potion and moves up to the room's door to swing it shut... hopefully after Serpent makes it in.

More zombies pour in behind Serpent. More crush him from the front. They swing and miss, while Serpent avoids nausea again. He then acrobatically bulldozes thru the zombie crush to the scriptorium; his acrobatics and high AC allow him to avoid any damage. He makes the scriptorium, where he and Sindawe close the door. Daphne says, "It's days like this I'm glad I was kidnapped by pirates."

Wogan continues defending against the zombie at the belfry; progress is slow because of the zombie's DR until Wogan shoots it with an orichalcum bullet. Janore reads the scroll. Sindawe drinks another cure potion, Serpent uses the Cure Light Wounds wand on Sindawe, while the zombies at the door to the scriptorium. Daphne says, "I'm running out of juice." Samaritha asks, "Serpent, how are you?" Serpent reveals multiple wounds. The Ulfen zombies hack at the door with great axes (Ulfen love axes!), making some serious progress. Serpent and Sindawe continue healing themselves.

Wogan notices that winds buffeting them atop the belfry are also beating the bell, which sounds musically rather than horrific. This clear sign of favor from Gozreh inspires him and Janore to read the scroll faster. But he fails to notice other zombies climbing up the side of the belfry. Janore rips off her clothes in thanks, embracing the cold, wind, and rain with her flesh. The pair of clerics get nice bonuses to their Spell Craft checks to hurry the spell along.

The door to the scriptorium fails and zombies pour thru. The women hide behind the men. Samaritha casts Mirror Image. Some zombie dies as the men beat it to death. The ladies cast Magic Missile and Acid Globule further. The Drowned Mantis zombies enter the room and launch their mantis dance attack. Sindawe is hypnotized but Serpent is not. Samaritha bites Sindawe to "snap him out of it" and poisons him in the process. "Stupid whore!" go thru his mind, even as the pain breaks the hypnosis keeping a pair of great axes from hitting his "paralyzed" AC (no AC bonuses except armor).

The Gozreh clerics atop the belfry continue reading the scroll. They have accumulated 40 of the 60 successes they need. Wogan moves to protect Janore from further zombie attacks while directing his Spiritual Weapon to attack climbing zombies.

Sindawe staggers under another rush of Samaritha's poison. **DUMB WHORE!** He rushes the Drowned Mantis and attacks. Serpent does the same and kills the heavily wounded one.

The surviving one moves to flank Serpent with another zombie and back stabs him (16pts). Samaritha blasts that zombie with Magic Missiles, then rushes forward to absorb attacks meant for Serpent with her Mirror Images... which does help. Sindawe and Serpent flank the Drowned Mantis, using a Menacing effect to good advantage. The slightly more injured creature counterattacks but fails to hit. More zombies stagger about the room in parody of a college library. One corners Daphne and savages her with axes blows. Several swing wildly at Samaritha. Sindawe ends the Drowned Mantis with a Flurry of Blows described as "the Black Milk of Hell"; the viscera spray hits everyone in the vicinity.

Wogan and Janore are up to 57 of 60 successes. A zombie is hacking at Wogan as he finishes the ritual. A water spout plunges out of the sky and begins plunking zombies away into its swirling maw. Janore and Wogan use Positive Energy blasts and gunfire to destroy the zombies topping the belfry.

Back in the scriptorium, Samaritha and Daphne casts more Magic Missiles and Acid Globules. Serpent blocks the door way with his body and kills the closest zombie. Sindawe kills another, leaving one zombie in the room. The ladies kill that one while the men hold the door against further zombies.

The heavenly water spout nabs all of the zombies on the exterior, then plunges thru a section of thatched roof and grabs up more inside the monastery. The last eight zombies hug tightly to the scriptorium until that room's defenders kill them. A naked Janore and Wogan climb back down the belfry's interior and claim credit for the win, which takes a while to explain because only Janore and Wogan witnessed what happened.

*WELL, AT LEAST WE LIVED THRU IT*

Serpent heats up the broth saying, "It is cold. And I am hungry."

Sindawe moves amongst the dead, removing valuables and tossing heads far away from their bodies. The Ulfen zombies have ordinary great axes. The Drowned Mantis, which the players still don't recognize as anything more than fetishists have red mantis themed armor, masterwork saw-tooth sabers (functions as long sword without proficiency, counts as light weapon if you have the proficiency), and cloaks of resistance +1.

The storm continues to rage. And the pirates notice their glyphs still burn, but lighter. The storm is gone by dawn.

Wogan prays for Remove Disease, then examines the survivors for zombitis. He has to use one to cure Daphne. The pirates then unearth the monks in the secret basement. Both are still alive, hovering near zombiedom. Wogan cures both of them, though they will be days recovering fully from the disease.

And their glyphs continue to burn. Everyone scratches their heads wondering what to do next. The pirates take an inventory of spells and magics to determine how to search the nearby ocean. They search the monastery grounds again, but find nothing new. The island has been scoured clean, except the assassin vine.

The pirates do find a net in the cove containing the bodies of the missing (read deceased) monks. The living monks and pirates give the thirteen bodies a proper Gozreh style burial. The search continues; the pirates notice that their glyphs burn hotter on the island's south side. The search ends.

Janore brings out the nautical chart and small piece of wood, then teaches Wogan how to cast the Locate Ship spell. The Black Bunyip is one hundred miles west by northwest of Fire Watch Island.

## *LIVING UNDER THE SEA*

Wogan realizes that the glyph burning they're suffering is the same as experienced on Devil's Elbow in the cave below where the shadow world was leaking into our own. Wogan explains this to others. No one looks excited or interested. Wogan adds, "There might be orichalcum. Which is valuable." Wogan casts Water Breathing on Sindawe, Serpent, Saluthra, and himself giving them three hours apiece.

They walk off the beach, onto the rocky surface below the waves, then downhill into the ocean. There are minor signs of shipwrecks here and there. After some time, they spot a reverse mesa, that is dark. Below is the aft section of ship sticking up out of the reverse mesa. Along its flank is the name, *Tammeraut*. The front end of the ship is nowhere to be seen.

Serpent casts Touch Of The Sea on his companions, giving them a 30' Swim speed. The group swims to the ship wreck. As they approach corpses begin to shake themselves loose from a pool of rubble and goo at the base of the ship wreck. The pirates swim onward into the ship and toward a scintillating light. They find a chamber below the wreckage. The area seems evil and their glyph plaques tingle. At the chamber's base is a hole into the bedrock. Corpse bits float about the chamber.

A largely intact dwarf corpse turns slowly in the current. It is one of the gasworks dwarves from Riddleport, probably a crewman (Graven Goldhammer) from the Overlord's barge, *All Due Restraint*. The corpse speaks, "You are of this place."

"How did you get here?"

"Captain Baumann slew me and tossed me overboard. They thought I was cursed because of the killings, pirates killed with a mark on them.

She killed all my fellows, so I agreed to guide and serve her."

"Guide her where?"

“She sought more of the orichalcum.”

“That didn’t answer my question.”

“I hunger. She slew the Riddleport guard. A piece of metal came out of him, then into me when I went to pick it up. The dark man promised me power. I hunger.”

Black smoke pours out of the dwarf’s slit throat. The fight begins. The shadow dwarf performs a swim-by on Sindawe (5pts damage and 3pts of Wisdom). Serpent and Sindawe swim after it, yet the creature easily glides away from them with its superior speed. Wogan summons a celestial dolphin near the shadow dwarf. It immediately drains the dolphin (4 wisdom). And several of the pirates notice a hoard of zombies pouring thru the one entrance into the chamber.

Wogan swims closer to the creature, deciding that the dwarf’s greed allowed the shadow man to transform it into something that feeds on the glyph infected. Several zombies attack Wogan; he notices five are Ulfen and two are smaller (and not Ulfen). Saluthra attacks a zombie; Wogan blasts them all with a Positive Energy Blast - they are unable to resist the energy thanks to Gozreh’s power in this place (i.e. underwater).

The shadow dwarf strikes out at both Serpent and Sindawe (4pts of damage and 4 pts of Wisdom damage). Then it dashes off behind its zombie hoard. Serpent switches to a zombie and is frustrated to find that swinging a staff effectively underwater is very difficult. The small zombies turn out to be “monk” monks. The zombie horde attacks the pirates. The shadow dwarf hits Wogan with a swim-by attack (2pts of damage and 2pts of Wisdom damage).

Serpent kills a zombie with a good hit as does Saluthra. Wogan finishes off the horde with another Positive Energy blast. Sindawe uses his Crown of Blasting on the shadow dwarf soul thing (13pts). It uses “swim by” but misses Sindawe. Serpent and Saluthra are able to close with it and attack. Wogan grabs a fin and his dolphin swims him to Sindawe, where he casts Lesser Restoration (3pts). Sindawe gurgles, “Thanks!” and charges the shadow dwarf. Saluthra bites the



shadow again. Then it hits Sindawe for another 5 Wis pts before Wogan's next Positive Energy Blast ends the shadow dwarf.

A single chunk of orichalcum floats down from the dissipating shadow. Serpent grabs at it; it melds with his staff adding another glyph to it.

### *WEIRD LIGHT AND SHIP WRECK*

The slab is unnatural and covered in runes. The hole emitting the pulsating light was cracked by the settling ship wreck.

The pirates search the area. They find a rotted sea chest with mantis leg formations sticking out from its surfaces. It appears to be a pay chest: 10,000sp, 2950gp, 45pp, 6 gems (400gp each), a Mighty Cleaving great sword, and +2 Mithral Chain Shirt. It is no longer trapped thanks to 100+ years of sea water.

Wogan examines the runes but is unable to read them. He records what symbols he can.

### *COUNTING THE LOOT*

The pirates return to shore to count their loot. Also thrown into the kitty is another 580gp of random loot off of dead zombies.

The Teeth of Araska returns the following day; they had been driven far afield by the storm. Wogan tries the Ship Tracking spell himself; he is pleased to see the splinter dance across the nautical map's surface.

Janore gives a letter to Wogan to hand off to Kentargo in Cheliox, notifying them that the monastery suffered loses and is down to three monks.

## *CLIFF HANGER*

Will the tracking spell work? Will it lead our heroes to the Black Bunyip? Can they avoid zombies and other undead for 2-3 weeks?