

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 07/02/2012

TODAY'S EPISODE: CULTISTS, GUNS, AND MONEY

The pirate vessel *Teeth of Araska* sails the Azlant Islands in search the *Black Bunyip*, her captain (Morgan Baumann), and the Andoran Sun Temple Colony. At the end of the last game they arrived at said colony to find that their religious extremist neighbors control the Floating Azlanti Death Rays making life interesting for the colonists and any ship arriving at their island. 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.
 - ▲ Daphne, a female sorcerer kidnapped from the coastal town Hollobrae and dominated by Samaritha into compliance and friendly spell casting.

JUNGLE WORK

Wogan, Serpent, Sindawe, and local guide Navres (dubbed "Lefty" by Wogan) have ventured into the jungles of the first island in this chain, in search of an Andoran hermit who has

been combing the Azlanti ruins for guns and gun tech. Wogan wants to buy an Azlanti gun. Near journey's end they find themselves hiding in a hut at the colony's original location. Outside, mutants walk about mumbling to themselves and setting accidental fires with their touch.

The pirates hole up and stay quiet as four of the mutants walk by. And they watch as a fifth mutant walks past the back of the house; a lone shoulder eyeball spots the poorly hidden pirates thru a large hole in the wall.

Wogan casts Silence on Sindawe after shouting, "Go get him, Captain." The fifth mutant enters the back of the hut by flowing thru the hole in the wall. Its pseudopod-like arm bites Serpent, sets him on fire, and then flows around the poor pirate. Sindawe punches the arm with indeterminate affect. Serpent struggles to free himself. Wogan shoots his Stinking Cloud round to envelop the hut's front door. The mutants seem impressed by the cloud.

Lefty attacks a rotting roof beam above the front door with a handy stone, to little effect. The Serpent feels his hit points and Constitution drained away by the ooze mutant. Sindawe punches Serpent's attacker, who has oozed its way completely into the hut by now. The mutant clings to life. A mutant at the front door spits blinding goo at Wogan, who screams silently, "I'm blind. And deaf." Serpent attempts to wiggle free again as the mutant completely engulfs him.

A lone mutant braves the Stinking Cloud to threaten Lefty. Sindawe frees Serpent by killing his attacker. Serpent stands up and swings his staff at the rotting roof beam, dropping some amount of thatch into the front door area. Wogan casts Protection From Evil on himself then claws at his eye goo.

Sindawe notices a large hole in the floor that wasn't there before. He pushes Lefty into it, then Wogan, then jumps in. Serpent follows. The hole is connected to a dirt tunnel. No one bothers to close the tunnel mouth with the mutants so close... and no one is sure how (turns out you

just move the "big rock" back into place, because the tunnel builder was too lazy to use hi-tech Azlanti 'hidden tunnel technology'!).

Lefty and Wogan emerge into a large dirt room containing a hermit looking fellow and his dangerous looking Azlanti automaton (made of stone). Lefty blurts out, "We're running from mutants!" The hermit yells, "You're here to steal my lucky charms! Kill them, killbot!"

Sindawe enters the room and says, "Should we kill him?"

Wogan points a gun at the hermit and declares, "We're friends with the villagers. We're here to talk about guns." <click>

The hermit screams, "Aieeee!!! They're trying to get into my mind! To find my lucky Azlanti charms!" The killbot attacks Serpent (22pts) and Sindawe (23pts). Serpent hits it hard and is unsurprised to find that the creature is largely unhurt. Sindawe uses Flurry of Blows to trip the killbot.

Wogan yells at the hermit again, penetrating the crazy enough to communicate, "Friends! Stop attacking us! We don't want your mind juices!"

The hermit replies, "OH! Killbot! Stop!" The killbot stops. Then everyone hears the gibbering coming out of the tunnel. The oozing, many eyed (did I fail to mention the many eyes?), accidental fire setting mutants have found the tunnel; they are in hot pursuit.

The hermit jumps on the killbot's back and orders it, "Let's get out of here." The killbot climbs stone stairs to the surface, then dashes into the jungle's undergrowth with the crazy hermit clutching its back. The pirates follow; Wogan uses his Cure Light Wounds wand several times on the grievously injured Serpent.

The killbot runs into an area of the jungle that has a camouflage net overhead (a repurposed fishing net) to prevent Death Raying from the Floating Azlanti Lens.

The hermit orders his killbot to grab Sindawe; the killbot does so handily. The hermit kicks his heels together and hoots, "Now tell me who you are! You're brain juicers, aren't you? Fox News tells me everything I need to know!"

Wogan again assures the hermit that they are not brain juicers, then steers the conversation toward Azlanti tech and trade and how we're not even locals. The conversation improves slightly with the hermit describing (poorly) Azlanti sciences while Wogan insists that it must be magic. The hermit shocks Wogan with a hand-held baton to demonstrate "AZLANTI SCIENCE". Then the hermit goes back to talking about "brain nappers", "brain juicers", etc... Having bonded over 'shop talk', Wogan finally convinces the hermit to let Sindawe go. Then they talk trade.

The pirates offer a Crown of Blasting and Wand of Eagle's Splendor for Azlanti "guns". Wogan uses Detect Magic on the sly to determine if Hermit is cursed. He finds magic items and Abjuration aura. However, he sees the Abjuration aura everywhere. And another magical aura linking Hermit and Killbot.

Hermit pulls out an Azlanti pistol. It has seven shots, using "bullets" as ammo. Hermit attaches a cloth cable to the pistol, then does a live-fire demonstration where it fires the seven rounds as quickly as one can pull the trigger. Wogan is happily surprised to find that the bullets can be reloaded one per round - much quicker than his black powder guns.

Wogan and Hermit discuss the ammo and the power pack and how to reload the power pack. Wogan trades the wand, the crown, and a potion for the Azlanti Rail Revolver, 20 bullets, the power supply, and the secret to reloading the power.

With that Wogan asks a few more questions about monsters, villagers and such. Hermit answers his questions but not in a useful fashion: "Fire-setting ooze mutants? Yup, that's the fluoride in our water!"

The pirates take their leave.

Traveling to X Marks the Spot

Sindawe remembers that he has his father's journal with a rough map of this island. He checks the map against their current location and decides that the island's middle section matches the X in his father's journal. It is near the Sun Demon Worshipers' village (thusly named by the colonists).

Lefty declares, "They put out patrols near their village, so follow my lead." The pirates head north thru a series of increasingly larger ruined towers, that terminate in a 60' deep ravine filled with jumble of landscape, Azlanti ruins, and sea water. A ship could fit in there but the wave action and rocks would chew it to splinters.

Lefty says, "I'll climb up to see if anyone is around before we cross." He climbs up then back down after several minutes. "All clear". He walks to the edge and indicates a rope, "Pull on this."

Sindawe pulls on the rope, which drags a rope bridge across the chasm. The pirates tie it off.

Wogan asks, "Did you put this here? Did your colonists do it? That's some bridge!"

Lefty explains, "I found this bridge while exploring the ruins. I have no idea who put it here." Lefty's expression becomes concerned, "I'm not supposed to be out this far. Don't tell my mother."

Wogan replies, "There's nothing to tell, Lefty. I have no idea how far out we are. (The group is clearly miles from the colony.) We're pira... sailors! We don't understand landlubber distances like feet and hextares. Your mother should have used 'leagues' or 'fathoms'! Now those measurements we understand."

Sindawe asks Lefty, "Is your mother single? Is she seeing anyone?" Lefty looks very uncomfortable.

The rope bridge crossing is fairly uneventful despite Wogan's attempt to fall off.

PARANORMAL WITNESS

There are even more Azlanti ruins on the far side of the chasm. There are floating buildings and glowing mites called The Watchers (an Azlanti servant construct first encountered on Monster Island).

They are walking down an avenue with Lefty in the lead when several of the pirates feel that they are being watched. Sindawe howls, "Ambushers!" He leaps into the nearby bushes and punch/stuns a man in white robes (the Sun Demon worshipers wear white robes). There are three white robes on each side of the avenue. The two closest to Sindawe cast Fear spells on him; he shakes them off.

On the other side of the avenue a white robe casts Obscuring Mist. Another aims a double pronged dident at Serpent; the head shoots off hitting Serpent (13pts non-lethal) and shocking him unconscious. The third white robe has a metal net which he throws just after the mist engulfs him. The net fails to capture anyone. Wogan feels around and finds the twitching Serpent... in the mist.

Sindawe grapples and drags his victim back onto the road. The white robe cultist yells, "Brothers! To me!", while Sindawe whispers into his ear, "Yes, lure them in so that we might kill them all." The cultist spares Sindawe a concerned look.

Another white robe stumbles upon Sindawe and his prisoner. He casts Burning Hands, which Sindawe avoids utterly. The flames wash over the prisoner burning his robes but not the

flesh. Sindawe thinks back, "Did those colonists mention that the cultists are fire-proof? Probably not! Bastards!"

The white robe with the de-pronged dident finds Serpent and Wogan. He tosses a net and misses Wogan. Wogan shoots back with his pistol (14pts) sending the man staggering back. Wogan drags Serpent further away.

Sindawe improves his hold on his prisoner and walks him over to Wogan and Serpent. Two more cultists trip over the trio of pirates and wash the area with Burning Hands. Lefty, somewhere in the mist, asks, "Hello?!?"

Wogan pulls another musket and shoots an attacker (9pts). Serpent stirs. Sindawe ends his prisoner with a critical hit (Palm Heel to Haunt Your Dreams). The remaining cultists withdraw. Wogan pulls another musket and yells out, "Lefty! Come to me!" Serpent sits up and pulls out the prongs. Sindawe runs into the mist, dodges a thrown net, and kills the wounded netter. The dead cultist's companions flank and attack the monk with spear and Burning Hands; both miss.

Several more cultists rush Wogan; they are carrying a metal bucket between them on a pole. Wogan musket blasts one (9pts). The bucket hits the pavement heavily. Its lid pops off, releasing a bubbling mass of plasma which oozes toward Serpent. Wogan replies with his double-barreled pistol beheading the wounded cultist and spraying both with a Stinking Cloud. Lefty stumbles into their battle field yelling, "No! Don't shoot!" He tries to ruin Wogan's shot. Serpent uses his staff to kill the remaining cultist declaring, "Humans are my favored enemy." The dying cultist gurgles defiantly.

Sindawe kills the spear wielding cultist with Flurry of Blows. The plasma pile hits Serpent (11pts of slam and burning). The corpse of the first cultist killed begins to smoke; a pile of plasma emerges from the body and narrowly misses Wogan with Searing Light. The remaining

cultist attacks Sindawe with a touch attack spell but does not connect. Wogan starts dragging Lefty by his ear in the direction Sindawe ran. Serpent runs away from the burning plasma creature and after Wogan.

Sindawe stuns the remaining cultist as proto-plasma blobs emerge from the nearby smoking corpses. The blobs shoot Searing Light at the Wogan and Sindawe. The pirates withdraw from the battle site. The blobs follow very slowly and are lost in the mist. Several of the pirates see glow lights enter the mist. The pirates choose to hide nearby and see what the blobs do.

The blobs ooze into a nearby gutter and head north. Sindawe says, "Let's get down there and loot the bodies."

Wogan says, "They're all burned up. Oh, but they had an Eel Net and Submission Trident."

Sindawe replies, "And they had a bucket!"

Serpent declares, "Buckets are always useful."

The pirates gather an Eel Net, Submission Trident, several spears, the iron bucket, and Azlanti batteries for the first two items.

Wogan turns on Lefty, slaps him and says, "Did you signal those guys from the tower? Are you working with the cultists?" Wogan slaps him again for good measure.

Lefty reddens and begins to tear up. He manages, "No."

Wogan, "I don't believe you! What are you up to?" More slapping and yelling follows until Lefty says, "I'm changing! I can't stay with my people much longer; I'll have to join the cultist."

Serpent says, "Puberty?"

Wogan asks, "Fish peoplism?"

Lefty replies, "I can't tell you! My people consider it evil!"

Sindawe says, "Look, you can always join my crew. We don't care what you're changing into, because we can always use an extra set of hands." Then considering the possibilities, he adds, "Are you turning into one of those touch burning mutants? Because that would be a lower rate of pay than 'cultist'."

Wogan whispers, "Bullet to the head' sort of wages." Serpent nods.

Lefty explains, "No. I am changing into one of the cultists; their Sun Demon transforms them. I grew an extra finger, so I cut off my hand to hide my condition. But it will only get worse."

Wogan asks, "Why didn't you cut off the extra finger, Lefty?"

Lefty replies, "I didn't thin... err... that wouldn't have worked."

Sindawe declares, "You can come with us when we leave, Lefty. You'll earn a living as a sailor and see the world. And your <whispered> hot <regular voice> mom doesn't get a say in the matter."

Lefty, "Really?"

Sindawe, "Sure! You're a natural pirate: you're missing a hand, we'll give you a hook, and you tried to betray us once already!"

More questions and answers flow back and forth as the pirates walk further afield.

Talking to the Locals

Sindawe remembers that they're here to find the X location his father's map. But that X is covering several blocks. Then he remembers, "Wogan, you can talk to the Azlanti flying glow servants, right?"

Wogan agrees, "Sure. Let's try that lit street lamp over there. That's where they live." He puts the bucket down next to the lamp, stands on it, and talks politely at the globe, "Hello, *The Watchers*. We have some questions."

The ball of light stops rotating. The light's shift into the shape of a skull. Wogan continues, "We have questions. Hello?"

The globe says, "Freedom!"

"You want freedom?"

"Yes... meat sack."

Wogan, concerned, "I will pretend that didn't bother me."

Sindawe holds up his map to the street light, "Can you see this map? Do you know what it marks?"

The lights reply, "Temple below. Rana Mor."

Wogan continues, "How do we get down to the temple?"

The Watcher reply, "The masters know."

Wogan rolls his eyes and plays along, "OK, where are the masters? Where is the master's graveyard?"

The Watcher replies, "I can show you!"

Wogan frees it from the globe. The Watcher flits back and forth as if excited beyond endurance. Then it says, "Hungry..."

Wogan summons a cat with his Beast Coffin. And kills it. The Watcher hovers near the dead cat and demands, "More!" Wogan repeats with a bat.

Wogan says, "You get more after take us there." It flits quickly to the northwest. The pirates follow.

The Watcher Leads the Pirates

Four more Watchers appear to surround the newcomer. They flit about and buzz loudly. Wogan shakes his head, "Great. Which one is ours?"

A Watcher flits down and says, "This way." The pirates follow it into a building radiating heat. Soot puffs out from the top. The pirates enter most cautiously.

The building is arena shaped. Clinging to roof is a huge, heat radiating, blob. The blob is only passingly similar to those that emerged from the cultists. It is less bright and more magma-like. "Feed me!" says the Watcher. "We are not fighting that think so you can have a meal," Sindawe says.

And then a woman in white robes yells as she runs out of the forest; she is being chased by Watchers. They herd her into the building. The roof blob begins oozing downward while the four Watchers block nearby exits. The huge, yellow-hot blob begins to ooze down to the floor. The woman shouts in defiance and casts **Water Hammer** (large area), and hits the blob (huge). The blob's super-heated body hisses under the liquid assault.

The pirates hang back. They know that the Watchers "eat" by consuming some energy given off by the freshly killed. They believe they are watching the Watchers set up a feeding by forcing the lady sorceress and the blob into combat. The blob starts toward the woman several times but it driven back by repeated **Water Hammer** spells... Yet the woman appears desperate.

Hating himself for caring, Sindawe drinks his potion of **Mount**, leaps upon the summoned war horse and charges through the closest Watcher (8pts shocking damage) and to the woman. Wogan casts **Icicle Bursts** at the blob. The woman hits the blob with another **Water Hammer**, which Wogan identifies as a **Wizard/Sorcerer** spell.

Sindawe rides past her, snatching her up with a "Rescuing you!" and rides thru a Watcher blocked exit on the far side. Sindawe is shocked again (ropts). She demands, "Who are you? Where are we going?" The blob pursues at a modest pace.

"Rescuing you! We're doubling back to meet my friends. Can you keep hurting it?"

She replies, "I still have spells." She clings tightly to Sindawe as he rides the horse around the building's exterior. She hits the blob with another Water Hammer as it emerges from the arena building. Wogan continues hitting it with Icicle Bursts. The blob is hurting.

The Watchers close in upon and threaten Wogan and Serpent. One utters, "Hungry!" Wogan and Serpent reply in unison, "We're killing something! Hold your horses!" Wogan giggles worriedly at that. The Watchers flit around them in a slowly shrinking circle.

Wogan matches the woman's Water Hammer spells with Icicle Bursts. Their spells can't miss; the creature is hurting as dark chunks of rock flake off.

The woman yells to Sindawe, "That was my last water spell!"

The blob rounds the building following the pair on the horse. It spots Wogan and Serpent, wavers, then continues following the horse.

Wogan hands the bucket to Serpent, "Find some water! We're going to need it."

The Watchers demand of Wogan, "Hungry!"

He replies, "I got it covered." He hits the blob with another Icicle Burst that ends it. The Watchers flit off to dance above the dying blob, drinking its life-force.

CLIFF HANGER

The woman says, "My name is Xiola Chelman. Thank you for saving me from the Fire Pudding. Put me down now."

Wogan asks, "I thought you people were immune to fire."

Sindawe says, "We would love to take you back to your people. If you don't give us your god's gift, set us on fire, or other bad things." He gives the "hide the evidence" signal to Serpent and Wogan.

Wogan drops the cultist bucket behind some rocks. Serpent nods that the other items have already been secured.

Xiola declares, "I believe we can welcome you without doing any of things you mentioned. Return with me to my village. We can talk there in safety."

Sindawe asks, "Sounds great! Let's go."

Wogan asks, "Do you control the Azlanti Death Ray Lens?"

Xiola replies, "Of course. It is of the Sun."

NOTES PAGE

- *Track Ship* spell.
- Captain Morgan Baumann's *Black Bunyip*.
- Stacks of Azlant
- Mordant Spire
- *Teeth of Araska*
- JJ the aquatic homunculus

Objectives:

- ⤴ Capture the *Black Bunyip* and as many of her crew as possible.
- ⤴ Capture Captain Morgan Baumann for interrogation by Tommy. Then kill her.
- ⤴ Locate the Andoran Sun Temple Colony
- ⤴ Small commemorative plaques for each deceased crewmen. Mount permanently on the mast.