

## Reavers on the Seas of Fate - Session Summary 07/11/2010

The heroes have just finished exploring Viperwall and have successfully recovered the body of a lost snake god idol. 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)
- Samaritha, the book-readin' half-elf Cypher mage who's sweet on Serpent (NPC)
- Hatshepsut, high priestess of a lost civilization, their prisoner (NPC)

The group spent the night in the upper temple of ruined Viperwall and are about to head back towards the village of Nybor, along with Samaritha and the bound Hatshepsut.

### *The Shadow Man Cometh*

When we get to the crossroads the sky starts to darken. It gets so dark in the area we can't see more than 100 feet in any direction. Wogan says, "The drugs are kicking in."

*Glaption*, the voodoo man who works for Elias Tammerhawk, and four of the local froglike humanoids called boggards appear immediately before us. *Serpent* immediately casts *shillelagh*. *Glaption* says, "Why would you break such a beautiful thing?"

*Wogan* asks, "What did we break? The curse?"

*Sindawe* bravely points out, "Samaritha told us to."

*Glaption* tries to be reasonable. "Why don't you give me the idol and we'll call it a day?"

*Serpent* asks, "What do you want it for? Maybe we can help you out."

*Glaption* only responds, "Don't concern yourself with such matters."

*Serpent* shakes his head. "We're not giving you anything unless we get some answers."

“Where did you get your faces painted?” wonders Glapion aloud. He doesn’t look entirely happy about their white skull spirit-paint masks.

*Tommy* retorts, “Same place as you, obviously.”

*Sindawe* joins in and asks, “What are you offering us for the idol?”

“This is not a negotiation.”

*Sindawe* shrugs, “Well then,” and runs forward to attack.

Glapion says “The spirits will curse you!” he takes a swig from a bottle of gunpowder-infused rum and spits it in a wide spray at *Sindawe*, missing. Then he rises 20 feet into the air.

We all move to attack. We hear the crunching of delicate frog bones as *Saluthra* winds around one of the boggards and squeezes its eyes out. *Sindawe* throws a flurry of shuriken at Glapion. One of the shuriken tags the caster. *Samaritha* casts a spell and also rises into the air, matching the voodoo man. *Wogan* summons a *spiritual trident* to attack Glapion.

The boggards make a horrible croaking sound and *Serpent* and *Tommy* find their resolve shaken by the noise. Two boggards team up on *Serpent*, but he completely dodges one’s tongue attack and the other’s spiked club attack. Glapion gestures with his cane, and *Sindawe*’s shadow animates, whispering his name as it attacks the monk. He then rises ten more feet up into the air.

*Serpent* bashes one of the boggards with his shillelagh and orders his snake *Saluthra* to attack a second boggard. *Saluthra* squishes the boggard like a sack of goo. *Sindawe* whips a series of fast strikes at the shadow and tears it up pretty bad, then *Tommy* sneak attacks the shadow and dissipates it. *Wogan* magically soothes *Tommy* and *Serpent*’s fear as *Samaritha* scorches Glapion with a fiery ray.

*Serpent* gets smacked by a spiky club; the boggards don’t seem to be fazed by their comrades’ death. The other boggard croaks again and *Saluthra* gets shaken. A shadow arises before *Wogan* and whispers his name.

*Sindawe* attacks the croaker and hits twice and gives him a good beatdown. *Wogan* shoots the shadow with his pistol, putting holes of light into it. *Samaritha* *magic missiles* Glapion for minor damage, and *Wogan*’s *spiritual trident* hits Glapion as well.

The boggards attack with their clubs, missing Serpent and critting Sindawe. Another shadow appears and whispers Sindawe's name.

Serpent finishes his boggard off with one end of his staff, and slams the shadow with the other. Sindawe also finishes off his boggard opponent.

Sindawe shouts to Samaritha, "If you're going to betray us, now would be a good time."

Samaritha replies, "I wish you'd stop saying that!"

Tommy sneak attacks Sindawe's shadow. Wogan pulls his blunderbuss and shoots at his own shadow, missing.

Another shadow appears and whispers Tommy's name. There are now three shadows on the field. The shadows drain Wogan and Tommy's strength with their dark touch.

Serpent attacks Sindawe's shadow, destroying it, and moves to hit Tommy's shadow. Sindawe destroys Tommy's shadow. Tommy moves to sneak attack Wogan's shadow. Wogan uses a wand to start summoning a monster. Samaritha *magic missiles* Glapion again.

Glapion continues summoning. A shadowy constrictor snake appears and strikes at Serpent Jorensen, missing.

Serpent strikes back at the snake but its shadowy body evades his staff. Sindawe finishes off Wogan's shadow. Tommy tries to get into position to sneak attack the snake but gets grabbed and horribly damaged by the snake. Wogan summons a celestial eagle to attack Glapion but it bounces off his mystical defenses (*protection from good*, the priest realizes). Samaritha shoots another magic missile at Glapion.

Glapion summons again and a shadowy wolf appears to attack Wogan.

Serpent hits the shadowy serpent once, smacking some darkness out of it. Sindawe fights with the wolf. Tommy slips away from the shadow snake's coils and backs away from it.

Glapion throws a human skull on a spike down into the middle of the combat and makes the area almost completely dark.

Serpent misses the snake again in the darkness and retreats to where it is lighter. Sindawe moves to grab the darkness-radiating skull and throws it away from the combat.

The shadow snake and one shadow double-team Sindawe, but he manages to dodge both of them. Serpent charges the shadow snake and destroys it, and commands Saluthra to attack. Saluthra attacks the shadow wolf and destroys it. Sindawe decides to throw his ghost touch shock spear at Glapion. He hauls off and slings the spear into Glapion, transfixing him briefly with the spear; his back arches as the electricity courses through his body. Samaritha *magic missiles* him again, and Tommy sneak attacks the last shadow, hurting it bad. Wogan summons a fiendish eagle this time and it goes right through the protections and hits the voodoo man. Wogan continues to summon creatures.

Glapion says, "The shadows take you!" to Wogan, using a *fear* spell to shake him.

Serpent pops the last shadow. Sindawe shurikens Glapion again, and Tommy hurls a sling stone at him. Another fiendish eagle attacks Glapion, hitting him. He's starting to look the worse for wear from the continuous assault.

Sindawe offers, "Come down to the ground, Glapion. I want to beat you with a bag full of doorknobs."

Glapion doesn't take Sindawe's offer; instead he heals himself.

Serpent whips out a shortbow only to discover that the bowstring has rotted from disuse. Sindawe throws another shuriken and Samaritha *magic missiles* Glapion again. "I'm out!" she declares as she drops the spent wand.

Glapion's eyes roll back in his head and he shakes like an epileptic. A huge ogre-sized undead erupts from the ground under the crossroads and slams Wogan.

Serpent attacks the undead with his shillelagh, hitting it once. Sindawe hits it as well. Wogan's eagle hits Glapion.

At this point Glapion starts arguing with his tiki head talisman. The talisman seems to win the argument, and Tommy's visage suddenly crumples into a cruel leer and his eyes begin to glow red. Tommy reaches out a hand and telekinetically picks up Wogan. He slams Wogan at Sindawe. Sindawe dodges the flying cleric and Wogan slams into the ground hard.

Serpent slams the undead twice with the shillelagh, feeling a femur shatter. Sindawe hits Glapion with another shuriken.

Tommy turns, cackling maniacally, and *fireballs* the party. Most of the party recognize that it is a shadowy illusion fireball and take minimal damage from it, but

Saluthra is not smart enough to realize that and the snake passes out. Glapion heals himself again.

Serpent hits the undead creature once more but his *shillelagh* spell has worn off and his staff does not hurt it. Sindawe hits Glapion with more shuriken. Samaritha levitates down, punches the zombie with a *telekinetic fist* but does not hurt it.

Hatshepsut has apparently broken out of her bonds! She runs forward and grabs Samaritha. Tommy psychically flings a tree stump at Sindawe, hitting him in the head. Wogan gets pounded by the giant zombie as he moves to help Tommy.

Wogan casts *protection from evil* on Tommy to stop the mind control, but the thing possessing Tommy shrugs it off. Serpent drops his staff and pulls a falchion, slashing the enormous zombie.

Glapion summons a stone wall, but Sindawe recognizes it as an illusion and walks through it. Glapion has hovered down lower and Sindawe punches him. Serpent finally finishes off the giant zombie, it crawls down into the crossroads and disappears.

Tommy casts a spell and makes Wogan terrified. Wogan runs into the darkness to hide behind a bush. Glapion flees after Wogan into the darkness and Sindawe runs after him in turn.

Glapion wheels and tries to cast one last spell on Sindawe but it fails. Sindawe runs after him and executes a brutal takedown move; the voodoo man falls heavily to the ground. Tommy stiffens, the red glow in his eyes departs, and he falls limply to the ground himself.

Out of Glapion's talisman emerges a shadow demon with baleful red eyes. It reaches down and pulls Glapion's shrieking soul out of his unconscious body. It pushes Glapion's soul into a bag that it carries. The darkness disappears and the shadow demon is gone. "Uh... Yay?" ventures Sindawe.

### **Fighting Hatshepsut Again**

Hatshepsut has been retreating down the path, holding Samaritha as a hostage. Serpent shouts, "Hatshepsut, you can't run from me in the swamp, I am the master of the

wilderness.” He reinforces this point by charging headlong through the swamp and catching up to her.

Hatshepsut stops and strikes at Serpent, hitting him once with her bleeding cobra attack. Samaritha barks something at Hatshepsut in Aklo and she stops. Serpent strikes at Hatshepsut with the falchion.

Samaritha shouts, “Don't kill her!”

Serpent is frustrated, “What are you talking about? She already escaped once and tried to kidnap you!”

Samaritha says, “I'll take responsibility for her.”

Serpent is aghast, “You? She tried to kidnap you! That thing needs to die!”

Samaritha interposes herself between Serpent and Hatshepsut.

Serpent sulkily says, “Fine. You take care of her.” He drinks a potion to stop his bleeding.

Samaritha ties Hatshepsut up again.

## **LOOT!**

We loot Glapion and find magic hide armor, his magic shadow talisman, a wand (Wogan identifies it as a wand of *eagle's splendor*), a masterwork hanbo, his skull-spike (acts like a klar), a flask of rum mixed with gunpowder, and a hunga munga. One of the boggards has a set of masterwork spiked gauntlets. Glapion also had 1434 gp worth of coins, gems, and goods. He has a sketch of the headless idol signed by himself.

### *Through the Carrion Swamp Again*

We head to go see Mama Watanna, but when we get there, there isn't even a boat up in the tree. Samaritha pulls Serpent aside and chats with him at length, trying to calm his anger and frustration. She manipulates him well and he ends up not blaming her, but still feeling aimless rage and shame.

We meet back up with the gnome guide *Nilbog* and get back through the Carrion Swamp and slog back into Nybor. We are covered in slime and still have fragments of the

skull face Mama Watanna painted on us as we slog into the inn. We bathe to get the filth off.

As Sindawe relaxes in the bath, a blowgun dart thunks into the side of the tub. On the dart is a message. On one side it says "Invoice." On the other side it says, "Pay me." Sindawe calls out, "You know, you never gave us an actual bill." From somewhere comes Nilbog's voice, "I just did!"

After discussing it with the party, Wogan gives Nilbog 100 gp. Nilbog wants to know about what happened in Viperwall. Wogan has Nilbog buy him a drink while he tells the tale.

### *Back to Magnimar*

The next morning we board a river-barge headed down the Yondabakari River to Magnimar. Nilbog shows up to see us off, and Sindawe almost gets hit by one of his goose-feather traps swinging from a nearby tree.

On the trip we try to examine Glapion's shadow talisman. The talisman begins to whisper to Serpent and try to convince him to make a deal with it. It claims it can give him much power, and it can smell his sorcerous blood. Serpent denies it and asks Samaritha how to destroy the talisman. Samaritha comes up with some ideas, but Sindawe wants to sell it, as it would clearly be valuable to the right freakazoid. Tommy finally grabs it and throws it into the river. That demon will never possess him again, he claims! Meanwhile, a goblin snake swimming downriver begins to hear a strange voice...

In Magnimar, we realize that most merchants will not pay collector's prices for our ancient junk. We find a museum, the famous Museum of the Ages, and talk *Dr. Ernst Landis* the curator into paying top dollar for it. Unfortunately he claims that he can't pay for all of it in cash. The final deal that we get is that he pays us 10,000 gp and we donate the rest of the items to the museum. We also get a letter of introduction to the Pathfinder Lodge, our names on plaques, and tickets to the Serpent's Run Hippodrome.

## **The Hippodrome**

At the Hippodrome, Tommy runs into our old pirate buddy, *Thalios Dondrel, Son of Mordecai*. He's disguised (very badly) as a noble, and claims to be Lord Fauntleroy. When Tommy insists that he is Thalios Dondrel, he puffs up and demands satisfaction from us. In that alley over there. We speculate on what kind of satisfaction he wants from us in the alley.

Once safely away from the crowd, Thalios speaks in his typical vernacular, "Arr, I wasn't expecting to see you lot here. I'm in disguise."

We don't really inquire about why he's in disguise but we ask if he's still with *Captain Clap's* crew. He is, and we need a ride back to Riddleport. We arrange with him to meet him later at the *Wandering Dagger*, and he's sure Captain Clap would be willing to take us on after our stellar work for his band of pirates last time.

We go into the Hippodrome and find seats. They have filled a large area with shallow water and a fake naval battle is going on, featuring the *Riptide* vs. the *Gallant*. Wogan bets on the *Riptide* and wins 5 gold. Sindawe starts talking to people and hears about a local street gang called the Tower Girls. They control the area around the Arvensoar Tower. He decides that he simply has to go see this. He learns that the Tower Girls control the area around the immense Arvensoar, which serves as the local city watch and military headquarters. They run the area because all male criminals around there have been arrested or worse long ago.

## **At the Coffee Shop**

After going to spot a Tower Girl, Sindawe stops at a local import store to buy some more kava coffee. The Mwangi girl behind the counter is quite beautiful and she begins to flirt with him. They drink coffee together and Sindawe offers to take her out to the Hippodrome or a variety of other places, but she seems to want to stay in.

The girl invites Sindawe upstairs and they begin to make love. Then the hallucinations set in. Snakes cover the floor, and her hair grows longer as she thrashes atop him. He decides that she looks like a much younger Mama Watanna.



After the walls stop bleeding, Sindawe lays on the bed panting. She sits at a table, nude, combing her hair with a golden comb.

She says, "You are Mama's now."

They chat for a bit and Mama Watanna tells Sindawe, "I knew your father Mogaba."

"When was this?" Sindawe asks.

"When he was plying the seas."

"How long ago would this have been?"

"Oh, a day and a day."

Sindawe asks, "Do you know where he might be?"

"Oh I don't know him anymore," she replies. Sindawe suddenly notices there's a snake on the bed. It slithers over her arm and onto her shoulders.

Sindawe says, "Thank you for your help in Viperwall."

"You're a lot like him," Mama says suddenly.

"I hope to do him proud. Was he well when you last saw him?"

She answers, "He went to the sea."

"OK..." says Sindawe, not illuminated by this.

"Mama Watanna likes you. But you must never tell anyone about this."

Sindawe nods, "OK, I can deal with that. Do you want me to kill anyone for you? Cause if you do, just tell me."

She answers, "No. But Mama is jealous. You must never take another lover." Sindawe is a little put off by that but agrees. He immediately starts trying to find a way out.

When next we see Sindawe, he has a newfound aura of confidence and a tattoo of a snake coiled around his arm, giving him a permanent +1 Charisma.

### *End of Session*

We all go get tattoos and go find the *Wandering Dagger*. The pirate ship is incognito, flying the Chelish flag and with a plaque nailed over the usual nameplate that says "*Blue Water*."