

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 07/31/2011

The heroes have picked up new crew and are currently anchored outside of Sandpoint. Our heroes are:

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

Aboard our ship, the *Teeth of Araska*, we have a mixed crew of pirates and ex-slaves.

Pirates

- Stoke - gunner's mate
- Orgon One-ear - short, bald, one ear
- Dum-dum - a simpleton
- Tanned Hank - really, really tanned, ship's carpenter
- Big Mike - from Sargava
- Little Mike - former Chelish navy
- Mano - an older Garundi
- Gareb - Andoren
- Goat - a tiefling

- Slasher Jim - suspected serial killer

Ex-slaves

- Bel the Eunuch - War2
- Pirro, porter - Com2
- Ori, cook - Com2
- Olhas, ex-household slave - Com2
- Sevgi, ex-harem slave - Warr
- Kahina, ex-household slave - Rog1
- Karomander, fine craftsman - Exp2

REFITTING IN SANDPOINT

Captain Sindawe goes into Sandpoint and buys some shiny rewards from Ameiko Kaijitsu at the Sandpoint Glassworks to give to exceptional crewmen who made it through the big storm. He awards the medallions the next day. The crew accepts the rewards happily, although the captain's speech is somewhat less than inspiring.

Since our cook, Ori, is also a brewer, we also make sure to buy some ingredients for alcohol. We also get ingredients for him to make a rum punch called Rumboozle, popular in the Inner Sea region.

The integration of the two halves of the crew, the pirates that served under Captain Treeg and the ex-slaves we recruited from the island, is coming along but is a bit rocky. Sindawe offers Stoke, Little Mike, and Mano an extra half share from the voyage if they agree to mentor some of the ex-slave and teach them seamanship. All three immediately volunteer to take on the oversexed Kahina as an apprentice. Order is restored by Tommy and his bosun's whip.

We sail away from Sandpoint, following a treasure map that Sindawe has. This map supposedly shows the location of the Sandspider, a ship laden with treasure. Serpent wants to go back to Riddleport instead, but the lure of treasure causes the rest of the crew to outvote him.

PLYING THE VARISIAN GULF

On the first day of our voyage, Sindawe spots a giant eagle.

Serpent says, "I think that's a good omen..."

Sindawe says, "I don't know. All I know is that if you see an albatross, you shouldn't wear it as a necklace."

Serpent responds, "Eww. Why would you do that anyway?"

Sindawe shrugs, "I don't know. You'd think it would peck your eyes out."

After a few hours the eagle veers off, and ahead we see a squall, which we are heading straight into. Luckily, the storm does not look nearly as bad as the last one we went through, although Kahina falls at one point and is swept over the side by a wave of green water. She manages to grab a rope and hangs on for her life as she is pummeled against the side of the ship. Serpent and Wogan run to haul her up. She is somewhat damper but not badly hurt. Wogan casts a healing spell on her to take care of her bruises.

Sindawe goes to see our captive Chelish naval officer, Captain Mase Venjam. He tries to get the captain to give us details on Chelish naval vessels but the captive refuses. Sindawe tells him that we can get his thumbs regenerated for him if he helps us. The prisoner is tempted but he is suspicious that we are lying to him. After Wogan talks to him for a while, he still does not agree to give us help with the ships. He does agree that if he gets his thumbs back he will lead us to a treasure.

After Wogan comes out of the conference with the prisoner, he tells us about the deal.

"Treasure? What treasure?" asks Serpent.

Wogan shrugs, "I don't know. Should I go back and ask him?" Sindawe considers tearing out his hair but realizes he doesn't have any.

He goes back and asks. He ends up not learning anything about this supposed treasure. The crew offers up that the Chelaxian claims to know the location of some

fabled treasure in the Eye of Abednego region, and was in an impasse with Captain Treeg as to the order of being freed and telling where the treasure was.

Sindawe asks around to see if anyone knows about the *Sandspider*. One of the crewmen, Big Mike, has heard of it. The *Sandspider* was a Chelish ship sailing out of Sargava back in the days when Sargava was a Chelish colony. The ship disappeared and no one knows how it met its end. We assume that the map was made by a survivor of the wreck.

Big Mike theorizes that the *Sandspider* was headed to Kintargo laden with cargo from the Mwangi Expanse but went off course and ended up north and met a bad end, perhaps due to the Hermeans. “The Hermeans?” asks Sindawe. Big Mike explains that there’s an island of weirdos ruled by a gold dragon that lives out in the Arcadian Ocean and the dragon controls who can mate with who. This is met with some incredulity by the ship’s officers.

“It’s true!” offers Slasher Jim. “I went there once, back when I was on a merchantman. Even the whores would only do it in the ass.” This bit of information galvanizes the crew. A heated debate breaks out as to whether this should cost more, as it does in normal ports, or less, since it’s the only option available there. It becomes the sole topic of shipboard discussion for well over a day.

We continue to navigate towards our destination. Wogan casts a spell that summons a guiding star in the sky to show us the way.

Sindawe has another dream about Mama Watanna. In the dream she is being pursued by something but he doesn’t know what. She has a praying mantis on a leash like in his last dream. “Sindawe, hurry!” she calls to him. He tries to ask her questions but the dream quickly fades.

The next day the ship is becalmed and the couple members of the crew that can swim (the PCs, Tanned Hank, and Olhas) decide to go swimming. While swimming, they get approached by a friendly pod of dolphins who play with them for a bit. Serpent spends some time meditating and determines he can use his druidic powers to increase the wind for a few hours. He does so and the ship gets back underway. That evening we get some rain and the wind picks up.

SHATTERHULL ISLAND

The next day we come to an island. The island features a huge upthrust rocky formation in the center and many jagged rocky spires in the surrounding area. On one side of the island is the hulk of a wrecked ship, which we assume is the Sand Spider. The ship appears to have a huge hole in the side.

As we navigate carefully toward the island, around the rocks, Wogan realizes there's something wrong with the wave patterns and, as he observes closely, sees the inviting lagoon shimmer like a mirage. He suddenly shouts, "Stop, stop, it's an illusion!" We immediately try to stop the ship. As the illusion suddenly fades, we see that our ship is surrounded with giant rocky spires that were previously invisible. We scramble to steer away from the rocks and anchor the ship. Wogan whips out a feather token that changes into a magical anchor and drops it off the other side as well. With two anchors and excellent sailing skills, we halt the ship before it crashes. We are momentarily safe and only 50 feet from the beach, though the ship is surrounded by sharp outcrops. As we look into the water we see several shark-shaped silhouettes.

Wogan takes a look at the island with a spyglass and spots a cave about 35 feet up the mountain side. After abandoning several plans to deal with the sharks, we decide to just take a rowboat across and hope the sharks leave us alone. Sindawe, Wogan, Serpent, Saluthra, Tanned Hank, Gareb, and Olhas load into the rowboat. Olhas complains vociferously about being taken into a dangerous situation. Serpent tells him, "Fighting isn't any different than sweeping a floor. You just use a sword instead of a broom. And the floor is moving. And trying to kill you." Sindawe orders Serpent not to cheer up the crew any more.

Although the sea is rough and choppy, Sindawe ably captains the rowboat through the rocks. As we go we spot a red-headed woman running down the beach being pursued by two ogres.

Serpent asks, "Wogan, is that an illusion?"

Wogan answers, "Probably. But I'm going to shoot an ogre anyway."

Serpent says, "It may be a trick. Maybe the woman is really an ogre and the ogres are really women!"

Crewman Gareb chimes in, "We'll just have to fuck 'em all to find out!" We are impressed with his level of initiative.

As the other men row, Wogan takes a shot and hits one of the ogres. The ogre responds by throwing an enormous javelin at our boat, but doesn't hit anyone. The second ogre continues to chase the woman.

Unfortunately, the boat hits a rock and dumps everyone into the surf. We're pretty close to land here, though, and our feet can just touch the bottom. Saluthra easily swims up onto the beach and the rest of us run or swim through the water as well as we can. Serpent uses his snake totem power to transform his body into a

serpent-like form and swims to shore. In sibilant snake-tongue, Serpent commands Saluthra to go after the ogre.

In the meantime, Wogan casts a blindness spell on the lead ogre and blinds it. The other ogre runs up just in time for Saluthra to slither up and strike the ogre with her fangs. Wogan casts an icicle blast at the ogre and Serpent runs up to face the ogre alongside his snake. The ogre strikes Saluthra with his club, wounding the snake.

Sindawe helps those crewmen who couldn't make it on their own and they all make it to the shore.

Serpent clubs the sighted ogre with his staff once more and the ogre's eyes roll back in its head and it collapses unconscious. Wogan icicle-bursts the blind ogre.

The girl runs up to Sindawe and says, "Who are you?"

Sindawe answers, "Sit down and be quiet. We'll talk after the combat." As she sits, he sees that she has a large tattoo on her back of two red mantis grasping claws.

Serpent clubs the blind ogre and Saluthra latches onto the ogre's neck, crushing its windpipe. She quickly chokes the ogre into submission. And by submission, I mean lunch.

THE HOT CASTAWAY

The girl asks Sindawe, "Are you Sindawe? Thank the goddess; she said you would come to rescue me. My ship wrecked here on the island and there are these horrible ogres that live here. Those that didn't die in the wreck were taken by the ogres one by one. I'm the last one left. My ship was the *Merry Fishwife*."

The girl's name is Amber. She tells us that there are many ogres on the island, but she doesn't know how many. They come out of the cave up on the rocky slope.

Sometimes they kill the people they find, other times they take them alive (particularly the women). We shudder at the fate of the women who get taken alive by the ogres.

Amber insists that Sindawe should come with him to the *Sandspider*, she wants to show him something. The *Sandspider's* figurehead is missing and it looks like the ship has been thoroughly looted. “The goddess would want me to thank you,” she says, and goes for his belt. Sindawe doesn't resist as she pulls him down onto the sand. She makes love like a wild woman, and she seems unusually strong.

Back out on the beach, Wogan searches the ogres and finds that one of them had a human-sized whip that he was wearing coiled around his arm as an armband. Serpent helps the crewmen recover the rowboat. The boat looks slightly damaged but repairable.

From the beach, Wogan spots some figure climbing up from the water up the side of our ship. It seems somewhat humanoid in shape. Wogan takes a shot at it. Big Mike is on watch and is quite startled when Wogan shoots at the ship. Wogan hits the mysterious figure, which jerks in pain. Before anyone else can react, Wogan pulls a pistol and hits the creature again. It clammers the rest of the way onto the deck. Big Mike and all the other pirates recoil and scream.

Serpent and Sindawe go running out toward the boat, while Wogan takes aim to make another shot. Unfortunately his gun misfires and breaks. The creature on the ship dives back off the ship into the water.

From behind Sindawe comes a scream. He turns and sees three ogres abducting Amber again. Sindawe and Serpent turn and start running towards the ogres. As Sindawe gets up to the base of the slope two of the ogres run to face him while the

third takes Amber up to the cave. Sindawe hits one, and then gets hit in return, taking a wound.

Sindawe jumps up and elbows one of the ogres in the skull, felling it. Serpent and Saluthra run in and double-team the second ogre, taking it down in seconds. Unfortunately Saluthra takes a wound from the ogre before finishing it off.

Wogan runs up and heals Sindawe while Serpent heals his snake.

INTO THE BELLY OF THE BEAST

Before advancing up the switchback path to their cave, Wogan uses his *eversmoking bottle* to create cover for us in case the ogres decide to throw boulders. We take all the crewmen with us and get to the cave unmolested.

The first room is dominated by a large natural pillar. As we stand there debating whether we should go back and get someone with trap-finding abilities, a large form lurches from behind the pillar. The figure seems to be a dead ogre with sewn-together lips, a black gemstone in one eyesocket, and held together with hair rope, seaweed, and driftwood. “Eek!” screams everyone at once.

The zombie slams Sindawe with one big fist. Wogan attempts to shoot the zombie but his gun fails to fire. Sindawe calls, “Did you forget to clean your gun, Wogan?”

Serpent draws his silver scimitar and slashes the zombie, and Sindawe beats it with his fists. The zombie slams Sindawe again, badly wounding him. Wogan yells, “Help them!” to the rest of the crewmen and he steps forward to heal Sindawe.

The three crewmen circle around to get at the zombie from behind. Tanned Hank runs in and takes a backhand from the ogre, wounding him severely, but Hank's attack with a shortsword manages to slice the zombie's Achilles tendon. Sindawe takes advantage of the zombie's staggering to cave in its skull. It sinks to its knees and stays there. Sindawe plucks the black gem from its head.

Wogan uses his wand to heal Sindawe and Hank. "You're all right, no matter what the other guys say about you!" says Hank to Wogan.

GRANNY

After healing, we head deeper into the cave. The next chamber seems to have been decorated in a strange homey fashion, with trappings made of driftwood, seaweed, bones, and items scavenged from shipwrecks.

A strange bent old lady comes toward us saying, "Hello dearies. You can call me Granny. How do you like my home?"

Sindawe rudely responds, "Give us the prisoners now!"

"Oh, but we love visitors."

"Why don't you come down to the beach with us? We'll have a cookout."

"A cookout? That sounds marvelous. You'll be the guests of honor!"

With that, two more zombies come lumbering into the cavern.

The old hag cackles, "Don't struggle, dearies, you'll make the meat tough." She stares at Serpent and he begins to feel ill but shakes it off. Serpent responds by charging straight at the hag, flying into a rage and striking her with his staff.

Saluthra faces off against one of the zombies and Sindawe goes up against the other. Sindawe and Saluthra both damage the zombies and are both slammed by the zombies in return. Wogan throws a positive energy burst and damages both zombies.

“You’re being naughty! Ulf-tharg, come here!” She pulls back her hood and reveals her hideous face. Her face is so horrible that Serpent, Sindawe, and all the crewmen are physically weakened just by seeing it.

A lumbering filthy two-headed giant comes roaring out of a side-chamber. It carries a flail in each hand, and strikes Serpent with one of them. Serpent continues to attack Granny, hitting her one more time.

Sindawe strikes his zombie, and Saluthra destroys the one she is fighting. The crewmen come running in to attack the ogre, and Tanned Hank gets hit for his trouble. The ogre zombie then hurts Crewman Gareb severely. Wogan throws a healing burst which heals all the living beings, including Granny.

Granny flees nimbly away from Serpent as the two-headed giant slams Serpent four times with its flails, hurting him so badly that only his all-consuming rage is keeping him conscious. Serpent dodges the giant, using desperation and luck more than skill, and charges Granny again, hitting her once more. He calls for Saluthra to join him, but Saluthra misses her attack.

Sindawe finishes off the zombie and runs forth to engage the two-headed ettin, and Tanned Hank follows. Gareb is hurt and Olhas doesn’t have the stomach to attack such a creature.

Wogan throws a positive energy burst and heals everyone a little (including Granny). She retreats into her zombie creation room and calls forth a zombie to guard her.

Serpent, who is almost dead, stops to drink a healing potion and yells to Wogan for some healing. Wogan quickly advances to throw a heal on Serpent, returning him almost all the way to full health.

Sindawe jumps up and kicks the ettin simultaneously in both heads, stunning it and forcing it to drop its weapons. Tanned Hank grabs one of its flails and throws it away so the ettin can't recover it. "Yoink!" he cries. Granny's zombie advances forward, to be hit by both Serpent and his snake.

Granny continues to scuttle deeper into the cavern, cackling.

Sindawe hits the ettin twice more, and Hank stabs it as well. Wogan shoots the ettin right in one of its skulls. One half of its body falls limp, and it lurches around forlornly. Its remaining good half picks up the other flail, provoking Sindawe to smack it once more. The ettin then takes an attack at Tanned Hank and wounds him. The ettin is so damaged, however, that it hits itself in the head and goes down.

We stop for a healing break, and loot the downed ettin. The ettin doesn't have anything of value, but he is carrying a small spell component pouch, which is curious.

Rather than chasing Granny, we decide to go into the ettin's room. The ettin's room is horribly filthy and filled with cracked gnawed bones. The giant's room contains a bed, which is a stack of pallets covered in filthy and tattered tapestries and furs. We search around and Wogan finds a bag of four pearls stashed in the bed. Serpent determines that the bed was too small for the ettin, and Sindawe theorizes that the bed may belong to whatever monster attacked our ship.

We go and search the next room, finding a chest. The chest is locked, and we decide that we will take it back to the ship later to let Tommy work on. For now we

just set it by the cave mouth. Then we head into the dead room, where several half-constructed zombies are busily decomposing. Gareb and Olhas are sickened and begin puking from the stench and rot.

THE COVEN'S ALL HERE

Serpent notices a trail of hag blood leading to the east and we head off that way. We come into a cavern where a single ogre zombie is protecting Granny and another hag. The two hags hold Amber between them, bound and gagged. Granny cackles, "How nice to see you again, children." The second hag hisses at us ferally.

Olhas and Gareb are weakened even further by seeing the second hag. They both go a bit nuts and rush at the ogre zombie, not hurting it at all. The zombie strikes down Olhas but misses Gareb. Gareb collapses onto the prone Olhas, vomiting and weeping.

Serpent decides to use one of his seldom-used druid spells and causes a cave-in to try to trap the hags. Unfortunately both hags leap away from the falling rocks unharmed, but they are forced to release Amber.

The ogre zombie lurches forward and strikes at Serpent, but he dodges out of the way.

Wogan shoots the feral hag with his blunderbuss, hurting it.

Granny and the feral hag grab hands and try to affect Wogan with the evil eye, but he resists.

Sindawe runs up to one of the hags. Tanned Hank stabs the ogre zombie, and Serpent hits it a couple times with his staff. Wogan gives everyone the blessing of Gozreh.

The hags move to encircle Sindawe and slash him twice. Sindawe responds by attacking the feral hag, hitting her three times in quick succession (thanks to Wogan's *bless*).

Serpent switches to a scimitar and attacks the zombie. The zombie gets wounded by Serpent, Tanned Hank (thanks to the *bless*), and Saluthra (thanks to the *bless*). It responds by delivering a wound to Saluthra.

Wogan takes a shot and misses.

Amber looks appreciatively at Sindawe and says, "We'll definitely have to keep you around!" and she changes into her true form, a disgusting green-haired hag that looks disturbingly like the Joker. At this, all the crewmen have completely lost their nerve and huddle together crying. Amber (or Ambraga, her true name), joins with the other hags to try to capture Sindawe inside an impenetrable *forcecage*.

Wogan cries out, "Sindawe, jump!" just in time and Sindawe manages to barely avoid becoming trapped. Sindawe strikes the feral hag once more and knocks her out. Unfortunately Ambraga casts a spell to heal the feral hag and she leaps back up.

Serpent and Saluthra finally finish off the ogre zombie. Wogan goes to stabilize Olhas' wounds.

Sindawe runs across the broken landslide terrain and attacks Ambraga. Serpent has Saluthra charge at Granny, while he picks up his staff and comes after. Saluthra wounds Granny but is unable to constrict her. Wogan shoots and hits Ambraga.

The hags turn and try to transform Serpent into a garter snake, but Serpent manages to resist. Sindawe smacks Ambraga a couple more times.

Saluthra grabs Granny and constricts, crushing her into Granny paste. Serpent goes to help with Ambraga, and belts her with the staff. Wogan attacks with a trident but misses.

The feral hag claws at Serpent fruitlessly, but Serpent is affected by Ambraga's evil eye, and is staggered under the weight of a crushing despair. As Serpent and Sindawe continue to whale on Ambraga, she heals herself a bit, and the feral hag tries to use her evil eye as well.

Ambraga tries to convince Sindawe that she is really good and being held captive by the other hags, but Sindawe doesn't believe her and quickly crushes her skull with his feet.

Serpent caves in the feral hag's skull with his staff.

THIS PLACE IS KIND OF A DUMP

We loot the dead hags. Ambraga has a wand of cure light wounds with 22 charges, the feral hag had a potion of invisibility.

We explore around a bit and find the hag's larder, full of meat from various creatures (including humans).

The next room we find is a treasure cavern full of loot from ships. Sindawe climbs an old ladder and sees another section of cavern where about four dozen skeletons are waiting. They stand in ranks, apparently waiting for orders from their creator. Sindawe also spots a woven basket that seems to be twitching slightly.

Wogan climbs up the ladder next and decides to use a positive energy burst to try to destroy them. Unfortunately the skeletons are not destroyed, but it does spur them to action. As one, they clamber out through a hole in the cliff and go down the

mountain like bony spiders. Sindawe follows to see where they go and he sees the skeletons march out onto the water and stand waiting. He goes down to investigate and discovers there's a slightly submerged stone pier on the otherwise inaccessible but jagged-rock-free western side of the island. Serpent theorizes that maybe the hags sell skeletons to aspiring warlords who sail by and pick up squadrons of skeletons.

Wogan investigates the squirming basket and finds it to be full of live eels.

In another room we find a cauldron of bubbling goo but we choose not to drink it. We also find some maps similar to the one we followed to get here. Apparently the map was fake all along, and was used to lure us here. The maps have an invisible evil eye mark on them, allowing the hags to spy on those who find the maps and send dreams and visions to them to lure them to the island.

Sindawe asks Wogan, "All this time, you never noticed that this map had a magic mark on it?"

Wogan shrugs, "I never used *detect magic* on it... I just thought it was a map."