

Reavers on the Seas of Fate - Session Summary 08/08/2010

The heroes are at the Laughing Badger Inn in the industrial town of Palin's Cove near Korvosa and have rescued Jaren the Jinx from a bunch of axe-crazy cultists. Jaren knows where some sea caves are that will allow us to sneak into the Riddleport lighthouse. 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 big ass snake *Saluthra* (Paul)

And don't forget our brave supporting cast along for the ride:

- *Samaritha*, the book-readin' half-elf Cyphermage who's sweet on Serpent (NPC)
- *Hatshepsut*, high priestess of a lost civilization who doesn't savvy the Common (NPC)
- *Thalios Dondrel*, son of Mordekai, pirate of some experience we rescued from a ghost ship (NPC)
- *Jaren the Jinx*, cursed one-armed son of Black Dog the famous pirate (NPC)

Abandon Inn!

Jaren has decided to write off his inn, the Laughing Badger, since most of the staff and guests were murdered by cultists and he doesn't really want to withstand legal scrutiny, being an ex-pirate himself. He grabs his sea-charts and decides to go with us. Thalios Dondrel, still hovering on the edge of inebriated unconsciousness, tells us that Captain Clap has vowed that Jaren the Jinx will never set foot on his ship, so we must figure out how to proceed. As the only one of the PCs who isn't sick drunk, Sindawe works on the problem. "We can't sail on Captain Clap's ship, I suppose we'll have to steal something."

Jaren tells us, "I'll help you out, but only if you help me out. I've heard about a shrine where I can get my arm grown back. It's on Argavist Island in the Gulf of Varisia. You take me there, I'll help you out."

Wogan drunkenly agrees, “Aughuuuu...”

Sindawe leaps into action, “Wogan, Serpent, keep an eye on Thalios. Jaren and I will go look for a likely ship.” Wogan, Serpent, and Thalios eye each other warily, as they only recently awoke cuddled up with each other buck naked after their moonshine binge the previous evening.

Sindawe and Jaren sneak down to the port. Mostly it is filled with barges, and some fishing vessels. Some of the fishing boats could be taken on the open water, but the best boat Sindawe sees looks like a personal yacht of some kind. “Jaren, any idea whose boat that is?”

“I’ve never seen it before, it’s not local. That probably makes it better.”

They go in for a closer look. Unusual for this time of morning, there are people on the boat and some activity. A batch of sailors appears to be getting ready to sail, but then they get off the ship and go scampering stealthily into town. Sindawe goes to grab the other characters.

We head to the yacht. Wogan notices fire and smoke coming from the nearby town and he yells out, “Fire!” The other characters grab him and clap a hand over his mouth. Just before going in, Serpent prepares with a *barkskin* spell and a *shillelagh* spell.

Sindawe races up the yacht's gangplank. Seeing no foes on the outside, he slams open the door to the pleasure craft's cabin. Inside we see the cleric with the spiky black plate mail that led the cultists in their slaughter of the inn's population. His helmet is off and he's got his black hair pulled back in a ponytail. A short blonde blue-eyed halfling with gold teeth is also there. The cleric wittily screams, “YOU?”

The evil chibi says, “You idiot, you've led them here!”

Jaren runs in swinging a shortsword, and promptly slips and falls down a stairwell. Apparently he really is a jinx. Tommy jacks the cleric in the head with a sling stone.

The halfling's gold teeth flash as he says, “You idiot, go and meet your goddess!” He channels unholy energy and levitates from the ground. All of us take damage from his aura, including the evil cleric. The spiky cleric howls in agony and goes down.

Serpent moves around the halfling to get behind him. Suddenly the invisible creature that the halfling is riding strikes at Serpent and becomes visible. It seems the halfling is on a huge bipedal undead monster with a chair for a head.

Sindawe and Saluthra run in and start to surround the monster. A storage closet opens and a bizarre skeleton emerges. The lower half of the skeleton looks like a snake and there are snake skeletons coming from its skull. It's carrying a short bow. The PCs all make "Eeeeeeee" noises. The skeleton shoots at Wogan but misses. Jaren stands and almost gets bitten by head snakes. He attacks the skeleton with his short sword but misses. Tommy slings at the skeleton and hits.

The evil halfling yells, "Get em brute!" The halfling casts a spell on the brute zombie and it attacks. Sindawe dodges the brute's attacks. Thalios steps to the door and shoots the brute. Serpent, Saluthra, and Sindawe all miss. Wogan casts *silence* on Sindawe, thus preventing the cleric from casting any spells as long as he is within twenty feet of Sindawe. Jaren hits the skeleton. Tommy acrobatically flanks the skeleton and misses.

The halfling gestures and a big rogue wave hits the ship and swirls in to hit Sindawe, pushing him back five feet. The brute smashes at Serpent and Saluthra, hitting them both for massive amounts of damage. Serpent and Saluthra strike back at the brute and Serpent connects twice, but does little damage. Sindawe cuts a rent in the brute with a kama. Wogan and Thalios start to pistol-whip the skeleton, which is surprisingly satisfying.

Another wave of water blasts Serpent and moves him ten feet to the stern. The brute goes after Sindawe but Sindawe dodges. Serpent slams the brute zombie twice and Sindawe hits it once. The skeleton attacks Tommy but he scrambles under the stairs to avoid its bony embrace. Tommy then counterattacks and stabs the skeleton.

The evil halfling uses a blast of negative energy to heal his undead minions. Serpent strikes at the halfling and one of his attacks mysteriously is deflected. His second attack manages to hit, though, delivering a solid blow. Saluthra makes a solid strike on the zombie.

Sindawe moves to go after the skeleton and hits it once. The cleric has gotten enough room to back out of the *silence* and tries to paralyze Serpent, but Serpent

manages to resist it. The brute tries to smash Serpent, but his armor and *barkskin* soften and deflect the blows. Serpent smashes the halfling again.

Five characters continue to surround and pound the skeleton. The halfling, under attack, cries out “May the depths of the sea take you!” but Serpent manages to shake off the *curse*. The brute zombie pounds Saluthra severely, crippling the snake. Thalios Dondrel at last manages to bust the skeleton apart with his pistol. The skeleton thrashes like a snake as it dies.

Serpent tries to hit the halfling but misses. Saluthra coils around the brute zombie and crushes it, causing the zombie to collapse. The halfling cries out as he tumbles from his chair. Sindawe runs forward and delivers a vicious stomp to the halfling.

“Curse you, Jaren, you'll meet the same fate as your father soon enough!” the halfling goes to clamber out of a porthole but Serpent gets in one massive lucky blow and takes the halfling down before he can escape.

Wogan realizes there's no time to celebrate. “Let's get this boat moving.”

As he helps ready the yacht, Serpent asks Jaren, “So you know that guy?”

Jaren shrugs, “No, I've never seen him before in my life!”

As we sail away, the cultist sailors begin running back to their yacht. Thalios waves jauntily from the aft and shouts, “So sorry, boys, but I had to take your ship!” “I love doing that,” he confides in the others.

So – Who’s Up For Rum, Sodomy, and the Lash?

And we are at sea. We loot the cultists thoroughly.

Serpent asks, “Jaren, recognize this holy symbol?”

“Yeah, that's the holy symbol of some kind of shark god.”

Wogan has heard of the shark god cult. A follower of the shark god, a pirate known as the Shark Lord, killed Jaren's father, Black Dog.

The *Wandering Dagger* is still anchored outside of Palin's Cove, and we rendezvous to pick up Samaritha and Hatshepsut. In the end, Thalios decides to return to the *Wandering Dagger*. “It’s been fun, boys!” he declares. “See you when I see you!”

We sail off in the yacht, which is named the *Black Fin*. It appears that was not its original name, though, as we find evidence indicating that the previous owners were murdered by the cultists, who then re-christened the ship.

We get to Argavist Island easily. Over the course of several days of sailing, Serpent and Wogan recover from their alcohol poisoning; the INT damage and diarrhea both let up eventually. We see a peaceful orca off the bow, but encounter no hostile monsters. Jaren develops a liking for Hatshepsut. Specifically, he likes the fact that she doesn't speak Common.

All Ashore Who's Going Ashore

According to Jaren, we're looking for a location that Black Dog called The Baneful Depths that he used to hide some of his treasure. Apparently he liked naming things dramatically, to keep the rubes away. We find a place to land and Samaritha and Hatshepsut stay behind to watch the boat and hatch their egg (a serpentman egg they found in the ruins below Viperwall).

Gobbers!

We're heading through the forest when we hear something like little creatures muttering to each other from a thicket. We move away from the bushes. The heat of the moment overcomes the goblin's sensibilities and they come swarming at us. They shriek as they run. There are only six of them.

The goblins throw javelins at random, scratching Serpent and Jaren. Tommy uses his sling-staff to sling a rock at one goblin. Sindawe advances slowly looking for pitfalls. Serpent charges and executes a goblin. The goblins attack with dogslicers, but we quickly cut them all down. Two of them try an odd combo move on Serpent, where one goblin went down on all fours and another leapt off its back and tried to kick Serpent in the crotch, unsuccessfully. Sindawe grabs a couple dogslicers to give as treats to children.

Near the entrance to the dungeon, Serpent spots a stone cairn. It looks like it was made in the past 2-3 days. The team decides not to disturb it.

The entrance appears to be a stone rectangular opening leads into the darkness. A crow perches atop a stone here. Tommy loads a sling stone to take a potshot and the crow says “Don't even think about it!”

Sindawe asks, “What are you doing here, talking crow?”

The crow says, “What?”

Sindawe has Tommy shoot at the crow. The stone hits it and the crow disappears.

Tommy exclaims, “I disintegrated it!”

The crow's voice says from out of thin air, “You're going to regret that. March, march to your doom, fools.”

Serpent Chickens!

The entrance leads to a natural cavern. There is a room at the top of a ledge at the left, and a ladder up to a ledge to the right. We move the ladder over to the first ledge and Sindawe goes up. He sees a sundered iron door protecting a passageway to the north. We go down the passageway, find a poison gas room and turn back. Up on the right ledge we see a room with some lizard-chickens hopping around among some stone statues. We turn back, even though some of the band are distracted by how delicious a lizard chicken might be. At the south end of the cavern we follow a tunnel into a big worked dungeon complex. Sindawe looks into a room with two stone minotaurs.

Sindawe realizes this room is right next to the lizard chicken room and says, “Hey, Serpent. Let's move one of those stone minotaurs into that doorway. We can trap the lizard chickens for eating later.”

Sindawe decides we should go catch some lizard chickens. Tommy agrees. Tommy runs up and plunges his short sword into a chicken. It lets out a demented hiss and flails its tongue around. Sindawe runs in and hits the same chicken. Jaren shoots between them with his crossbow and takes the chicken out. Wogan fires a blunderbuss into a chicken for a glancing hit. One of the chickens pecks Sindawe viciously on the leg. Tommy and Sindawe double team it, taking it out. Sindawe shoves the chicken onto Tommy's sword and spits it.

Wogan shoots his pistol at the last chicken and misses. Serpent hits it twice with his staff. Sindawe moves to attack the chicken, but one of his attacks hits Tommy in the

back of the head, hurting him badly and dazing him. The jinx strikes again! Despite these antics, however, the chicken goes out for the count. Serpent remains unconvinced that these are good for eating.

Rape Bugs!

Deeper in, the natural cave entrance gives way to a whole ruined complex. The place has been in total disrepair for some time; most doors have rotted off their hinges decades ago and very little furnishing or decoration remains to illuminate the purpose of the rooms we come across. Exploring the dungeon further, Sindawe almost falls in a deadfall trap. Tommy is let down on a rope to explore the bottom of the deadfall, and while he's down there two large insect-like critters with feathery antennae and weird propeller-looking tails rush in to attack the party. Everyone lets go of the rope and grabs for their weapons; a brief shriek and thump are heard from Tommy in the pit below.

Serpent immediately moves to bash the first monster and Saluthra grabs it in her serpentine embrace, crushing it instantly. Sindawe moves to confront the second. The rust monster rubs its feathery feelers over Sindawe's crotch, going for the kama he has stuck through his belt. "Bad touch!" the monk declares. Sindawe and Serpent quickly pummel the monster to unconsciousness. As neither one carries much in the way of metal, they don't emerge any the worse for wear. They pull back up an irritated Tommy.

We explore some more. In one room we find a hidden hatch in the floor. Sindawe opens the hatch. At the bottom is a chest. Tommy goes down to check it for traps. Jaren warns that if it's one of Black Dog's treasure chests it's sure to be trapped. Tommy determines there is a spring-loaded latch on the chest. Tommy successfully disables the trap, pops the lock and takes a look in. He says "Ooh." The chest contains 3000 sp, 600 gp, and an ivory scroll tube containing a scroll of *speak with animals*.

Bad Dogs!

Tommy stops to listen at a closed door with everyone else queued up behind him when suddenly a huge pack of burning wolves comes pouring out of doorways down the hall ahead of us and start running up and breathing flames all over everyone. The hallway becomes an inferno. Tommy, Sindawe, Serpent, and Saluthra are all hurt by the flames and two of the hounds bite at Tommy. Jaren fires his crossbow into the mass of hounds,

hurting one. Wogan tries a positive energy burst but it does little to heal all the burn wounds of his companions. Serpent hits one with his staff. Tommy manages to get out of the area without getting bitten, but this opens space for one to lunge forward and bite Serpent seriously. Two of the hounds try to break past Serpent and Sindawe but the two men hold back the tide. Wogan moves up and heals Serpent's wounds. Jaren fires another crossbow bolt and takes out the most wounded hellhound, and Serpent wounds another one.

Sindawe punches twice and beats down another hell-dog. It turns into a chunk of sulphur as it goes down. The hounds move up to cover us with billowing flames once more and both Serpent and Sindawe are seriously wounded. Jaren fires another crossbow bolt into a hellhound. Serpent takes out another hellhound with his staff. Tommy hits a hound with his sling. The hounds again try to break through the barrier of Serpent and Sindawe and are repelled. Jaren shoots another hound and takes it out.

Jaren tries to fire his crossbow but the bolt goes into Tommy instead. This jinx business is nasty. Serpent hits a dog twice and takes it out. Sindawe takes out another. Now there is only one hellhound left. The remaining hellhound runs off, trailing smoke. Sindawe decides to chase the fleeing hellhound. He runs after it deep into the dungeon, stabbing it multiple times as it dashes to and fro. He finally takes out the hellhound by spearing it to the ground right in front of two women. They scream in surprise and horror.

Wimmen!

The women seem to be half-elf. They both wear tight clothing and are displaying generous amounts of cleavage.

Sindawe talks to the girls and they introduce themselves as *Celia* and *Rhody*. Apparently Celia lost her weapon to the metal-eating bug monsters, and Sindawe gives her one of his daggers. "Sindawe Womankiller, are you all right?" Wogan calls from the depths of the dungeon. Sindawe grins in what he hopes to be a disarming manner at the ladies. "Uh, over here, and we have company..."

Upon rejoining the rest of the party, the women tell us their story. They were chased into the dungeon by the hordes of goblins. They had been out trying to take care of the goblin problems by themselves because the men of their village were too cowardly

to fight them. Apparently the tribe of goblins are known as the “Junk Kicker” tribe. After a lucky success one day kicking an opponent’s junk, they have actively developed their “junk kicking attack” as part of their attack routines and now the men of their village have no inclination to venture out after them. Celia, Rhody, and a friend set out to kill goblins but they were overwhelmed, their friend was killed (that’s her buried in the cairn outside) and they were forced to hide out here.

While hiding in the dungeon, they saw a lady and heard her talking about a shrine, she had two large men with her. Sindawe decides she might be the shark god’s mistress, the one who killed Black Dog years ago. Since the girls are pretty much in over their heads, they decide to stick with us.

The area the hell hounds were in looks like it isn’t their usual lair – it instead looks like they came ravaging in here, burning and devouring everything, very recently – within a couple days at least.

Iconics!

We explore some more. We find an unbreakable door and a room full of fog. Through the fog we see some human-sized creatures, they call, “You there, stop!” Sindawe runs into the group of them and finds that it is a large group of heavily armed people of various races and classes.

Sindawe asks the group, “What are you doing here?”

The men say, “He's not retreating. Get him!” One of them who appears to be a mage casts a spell. Sindawe has a hard time believing this group of well-armed crazies is down here just hanging out in some fog.

Sindawe shouts out, “Whoever is behind this illusion show yourselves!” The mage's fire washes over Sindawe but he disbelieves it. He advances forward through the illusions. They all flex fiercely at him. He ogles a tattooed sorceress with huge jugs. “I try to not disbelieve just her!”

Behind the fog is a treasure chest. Tommy untraps the chest. Inside is 1000 gp and 6000 sp. He does a little halfling loot dance.

Exploring some more, we see a few more hellhounds. Sindawe shouts at them and Serpent shoots one to get their attention. Our plan is to lure them in down a long hallway,

shooting at them the whole time, but some rust monsters are drawn by the noise and also attack us from the flank. Luckily some of the hellhounds attack the rust monsters as well. We kill them all.

Owbears! Next Time!

The girls indicate that the woman and “two big freaks” she had with her went into the place “where the owlbears live.” Apparently the owlbears are why the goblins don’t come into this place. We sigh, and prepare to forge onward.