

Reavers on the Seas of Fate - Session Summary 08/22/2010

The heroes are in a dungeon called the Baneful Depths on Argavist Island, looking for a mystical shrine that will regenerate Jaren the Jinx's lost arm. 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)

Also with us are:

- *Jaren the Jinx*, cursed one-armed son of Black Dog the famous pirate (NPC)
- *Celia* and *Rhody*, two scantily-clad local girls from the island who came to kill junk-kicker goblins and got stranded in the dungeon with no weapons. (NPC)

And back on our stolen boat, the *Blackfin*, we have:

- *Samaritha*, the book-readin' half-elf Cypher mage who's sweet on Serpent (NPC)
- *Hatshepsut*, high priestess of a lost civilization who doesn't savvy the Common (NPC)

Serpent throws on a *barkskin* spell before continuing the exploration. We find the lair of the rust monsters we fought last session, but no treasure there apart from a splintered club and rooms that smell of various forms of excrement. We find a pole in a connecting room that is likewise broken; Tommy notices that it looks scorched. As we search the area nearby, Serpent's hair begins to stand on end, and then ZAP! He triggers an electricity trap and gets lightly shocked. Tommy finds some gems in the rust monsters' midden and pockets them without telling anyone. They are truly outrageous.

Against the Owlbears

We go in the direction where we believe the owlbears lair, because the girls said that the mystery woman "and two big freaks" seeking the shrine had gone that way.

In a corridor we find dead owlbear corpses and carnage everywhere. Wogan checks out the bodies. Some have been beaten by giant clubs and some have had limbs ripped off (So now we got a Huge Guy Theory and a Serial Arm-Ripper Theory. Top notch.). Tommy spots drag marks going off to the east.

Tommy scouts ahead and runs into two enraged owlbears. He immediately flees. The owlbears run after him but Sindawe steps up to confront them and dodges their attacks. Jaren shoots Tommy with his crossbow. Tommy is getting really sick of Jaren “accidentally” shooting him.

Rhody fires a *magic missile* as Serpent steps forward, hauls off and starts clubbing an owlbear viciously.

Tommy moves forward to make a sling attack. Tommy's attack seems perfect. Only the worst luck in the world could stop him now. The worst luck in the world happens and the owlbear reaches past Sindawe, bites Tommy and Tommy's head gets stuck in its beak. Even the owlbear seems a little confused by how this happened.

Wogan summons a dog, which nips the owlbear. The owlbear chews the squirming Tommy contemplatively while clawing at Serpent. The bear's claws rake at Serpent's *barkskin*. The second owlbear makes a failed attack that exposes its throat and gives Serpent a free strike. Jaren shoots the owlbear in the eye. Sindawe pounds the bear twice, then grabs it in a bear hug and crushes its ribcage, forcing it to spit Tommy out. The owlbear falls unconscious to the cold stone floor.

Rhody shoots another *magic missile* at the second owlbear. Serpent hits the owlbear once, but the owlbear grabs him. Tommy throws a dagger into the bear, scratching it. Wogan summons another dog and shoots the bear with a blunderbuss. Both dogs latch onto the bear and begin tearing it apart. The bear squeezes and claws Serpent, but it opens itself to an attack. Serpent uses his quick-draw scabbard to suddenly pull his silver scimitar and slash the owlbear's throat.

Wogan heals Serpent and Tommy.

Beyond is the owlbear cave. We advance and find that there are two baby owlbears inside. Serpent talks the babies down and feeds them a deer. Tommy finds a secret door and we pile through it.

Betrayal on the Borderlands

In the next room, a wet spot near the door scoots suspiciously towards the investigating party. Sindawe attacks it with his kama only to have his weapon completely eaten by the ooze's acidic fluids. Celia and Rhody flee back into the previous room. The ooze surges forward. Serpent splashes his staff down into the ooze, delivering a mighty blow. Wogan hits the ooze with alchemist's fire. Now we're fighting burning acidic ooze.

Tommy decides to look for trouble. He opens the door behind the team and finds a small room with an open treasure chest in it. Deciding that this is too suspicious, he then darts out of the room, following Celia and Rhody. They close the door after him, leaving Tommy, Saluthra, Celia, and Rhody outside the room.

Jaren fires a crossbow bolt into the ooze. Sindawe steps away and throws an alchemist's fire of his own, making the ooze even more flamey. The ooze attacks Serpent but he dodges. Serpent hits the ooze twice. His magic staff takes some acid damage but is holding together. Wogan icicles it. Sindawe stabs the ooze with his lightning spear. The ooze finally loses its viscosity and turns into a lifeless puddle.

Back out in the corridor, Tommy has been betrayed by Celia and Rhody! One has grabbed him from behind and the other is raking him with claws – both have transformed into strange, in human, noseless creatures. The other team members suddenly hear him yell out, “Saluthra, attack!” as he throws one of the girls towards the giant constrictor snake Saluthra. A judicious expenditure of an Infamy Point by Tommy stirs Saluthra from her indifferent spectating and she grabs the girl and squeezes the hell out of her. Serpent opens the door to see what's going on.

Tommy and Celia (back in half-elf form) are standing together. Rhody is being violently constricted by Saluthra.

Celia cries, “The snake attacked Rhody!”

Tommy cries, “She's a critter!”

Sindawe wryly observes, “Serpent, your snake is attacking one of the girls. No need to hurry, I think she's dead.”

Tommy explains, “They're not what they seem. They're some kind of semi-human monster!”

Sindawe counters, “Just like every other girl you've dated?”

Celia makes a break for it, crying after herself, “He said he wanted to do something to my nipples!” Sindawe runs after her.

Tommy calls out, “You're dead now. Sindawe Woman-killer is coming after you!”

Sindawe runs after her, but she rounds a corner, and Sindawe loses her. “Well, you know where to find us if you want your sister back.”

We get Rhody's corpse out. Her body is grayish, with a narrow head, gaunt limbs, and a noseless face. In other words, a doppelganger. Tommy looks quite slashed up. Wogan recovers a wand of *magic missile* from the corpse. Tommy goes back to loot the chest. The lid falls and hurts his fingers, but there is nothing in the chest. Looks like someone beat us to it.

Tomb of Cave Bears

In the next cavern we see a big gate protected by guard posts with arrowslits in the walls. We decide to avoid it and explore other ways to go. The detour route, however, leads through a cave with a huge sleeping cave bear in it.

Tommy, Serpent, and Sindawe sneak up veeery silently on the huge sleeping cave bear. Tommy stabs the cave bear and Serpent shoots it with his longbow, but as the bear starts to rear up, Sindawe manages to stab it directly in its heart with his electric spear, killing it. We find that someone has strung up a bunch of goblins on a rope in the room as a type of bear chew toy.

Moving forward, we come to a cavern with a ravine. At the bottom of the 30 foot ravine there is a massive swarm of flesh-eating bugs. And a few skeletons. We cross over the ravine using a plank and some rope, and all get over the chasm safely (and without disturbing the voracious locusts).

Tommy stays back to see if the doppelganger is still following us. She is. She spots Tommy at the same time, though, and gets away. Tommy tells the rest of the group that we are being followed.

Castle Dumber

We come to a big rusty portcullis. The wheel to control it looks rusted and stuck. There is a carving beyond the gate at floor level of vines and leaves. Pacing about behind the portcullis is a 9-foot tall humanoid monstrosity with two heads. An ettin! Serpent thinks that the carvings beyond probably indicate some sort of druidic shrine. We may finally be close to our goal.

Thinking the giant may be a druidic guardian, Serpent approaches the ettin and calls out to it in druidic. The ettin has what look like lobotomy scars on both heads. It calls out “HELLO!” loud enough to lay our hair back on our heads. We try to talk to it but the only thing it can say is “HELLO!” Serpent mimes at the ettin, trying to get it to raise the portcullis. The ettin says “NO!”

Tommy tries to bribe the ettin with pearls but it seems to have no concept of what he's talking about. It starts spinning around bashing the floor with its clubs merrily.

Wogan pulls a riding dog out of his bag of tricks and throws it through the portcullis. The ettin smashes the dog into tobacco juice with its club. Then it begins forlornly screaming “DOGGIE!!!” It curls up on the floor in a fetal position and begins crying.

Serpent and Sindawe try to raise the portcullis with the wheel. We manage to crank the portcullis up 4 feet. We go under the portcullis and walk right by the crying ettin.

Ravenlost

We go into a heavily overgrown jungle-like cavern. Tommy sees a charcoal-gray raven sitting atop one of the rocks. He points it out to the rest of us.

Sindawe says, “What do you want, bird?”

It caws, “what do you want? What do you want?”

Sindawe holds out his arm and tries to entice it to come to him.

“I know better,” says the bird.

“I have snacks,” offers Sindawe.

“Sacrifice the little one, then I'll be your friend.”

Sindawe counteroffers, “He's too useful. But maybe the one-armed guy...”

“Hey!” objects Jaren.

Tommy asks, “What's your name?”

“Alitrak” says the bird.

“What are you doing here?”

“Flapping around. What are you doing here?”

“We're here so Jaren can regrow his arm.”

Alitrak says, “I can help you.”

“That's great. How can you help us?”

“I can help you with the people in the shrine. I know how it works. But I want something in return. One feather washes another.”

“What do you want?”

The bird thinks about it, “Is the halfling's soul off the table?”

“Yes,” answers Tommy immediately.

“Will you kill someone for me?”

“Depends on who it is.” Sindawe darts his eyes towards Jaren.

The bird says, “A dwarf, kill a dwarf.”

Serpent asks, “Just any dwarf?”

“No there's a dwarf in here. Named Ferin.”

Serpent asks, “Where is this dwarf?”

“In this place. My dogs were looking for him. My hellhounds were on his track but you killed them.”

We discuss it among ourselves and decide this is a bad idea. We don't want to go traipsing off through the dungeon looking for some random dwarf, and we REALLY don't trust this bird. Tommy goes to shoot it and it disappears into thin air.

Expedition to the Arm-Ripper Peaks

We go through the waterfall into the druid shrine. There are pillars here that are dark and crumbling with age. At the far end of the room is a short dais. In the center is a marble altar with a soft glow coming from it. The vines and creepers in the light show beautiful flowers. A monster that is a cross between a deformed man and an ape stands over the altar. Standing near the altar is a beautiful blonde woman that wears a green

gown with thorny patterns. A black wolf with a white mane stands at her feet. Jaren gasps when he sees her; he recognizes her as *Mythra, the witch of the Darkpines*. The ape-creature is known as the *Arm-ripper*, and is apparently the origin of Jaren's missing arm. She is as surprised to see him as he is to see her.

Mythra says, "Jaren, I won't make the same mistake today and leave you alive. The rest of you can leave but he will die." She summons a blade of fire.

In the meantime Serpent casts a *bull's strength* on himself and Wogan gives Serpent *protection from evil*. Wogan then gives *protection from evil* to Tommy, who moves to a better tactical position.

Jaren fires his crossbow into the huge ape-man as it charges and pummels him. Saluthra moves in and misses the Arm-ripper, while Serpent uses shillelagh on his staff.

Serpent notices that the light from the altar is changing and the vines on the altar are beginning to move in response.

Mythra touches her wolf and it engorges, becoming larger and harder. The wolf charges Serpent but misses. The vines are becoming active, writhing around and creeping all across the ground. The cavern becomes difficult to move across.

Wogan shoots the Arm-ripper, ripping into its chest, and Jaren stabs it. The Arm-ripper is starting to look worse-for-wear. The Arm-ripper slams Sindawe, and Sindawe responds by beating the Arm-ripper down into unconsciousness.

Serpent rips into the wolf with two staff strikes, fending off its counterattack. Saluthra goes to move toward the evil druid but gets snagged by wriggling vines which badly hurt the snake. The druid summons a swarm of spiders which swarm over the huge snake.

The light from the altar is going all multicolor and stuff. A large tree sprouts out of the ground directly ahead of Saluthra. The Arm-ripper's body starts to twitch, and vines and creepers emerging from the ground raise him up into a semi-erect stance and he begins to stagger forward, much to our dismay.

Tommy moves to hit the wolf but the jinx strikes and Tommy almost stabs Serpent instead. The newly revived Arm-ripper slams Jaren, grabs him, and savages him, attempting to rip his one remaining arm from its socket.

Serpent strikes the wolf again, wounding it badly. Sindawe turns and runs up the center of the temple to Mythra. Saluthra also slithers up to the evil druid. The druid tries to attack the snake with her *flame blade* but misses. Stones fall from the ceiling, hitting Tommy and the Arm-ripper. Wogan gives Jaren some healing, but he is still in horrible condition. Jaren screams in agony as his collar bone begins to separate from his arm.

Tommy sneak attacks the wolf, then Serpent hits the wolf twice, breaking its back. Mythra screams, “No! Blaze!!!”

The spiders swarm over Saluthra again, poisoning her. The druid casts a spell, mist rises and she flees, slipping into the mist like a gorilla. The mist around the glowing altar looks like some kind of rock concert. Vines tighten around one of the pillars, shattering it and collapsing the roof on us. Luckily we all manage to dodge out of the way of the collapse.

Wogan uses his last healing spell on Jaren. Tommy moves over to the Arm-ripper zombie and hacks it. Sindawe moves after the druid, climbing over the altar to get to her, but the vines on the altar whip out, grabbing him and strapping him onto the altar in a sacrificial position. Mythra moves to sacrifice him, saying, “It’s a position of honor to be sacrificed on the feast stone!” Sindawe does not agree. He heroically breaks the vines and manages to roll away from the altar just as the blade is falling.

Wogan uses a wand to heal Jaren. Tommy sneak attacks the Arm-ripper and tears big holes in its body. It is barely being held together by the vines. Jaren uses the opportunity to get away from the Arm-ripper. Serpent hits the barely-standing Arm-ripper one last time, knocking its head off.

The vines drop the Arm-ripper's body and begin strangling Jaren, but he quickly rips free.

Saluthra is fleeing for her life from the spider swarm. Tommy tries to throw an alchemist's fire into the spiders but unluckily hits Saluthra instead. Serpent also throws fire and manages to hit the spiders. The spiders swarm onto Serpent and Tommy, poisoning Tommy. Wogan throws another fire into the spiders, burning Tommy and Serpent, but killing the spiders.

Mythra is still trying to get away. Sindawe tries to hit her but falls on his ass. Serpent manages to get her with one last hit, dropping her. She falls onto the altar, which

glows brightly, and then revives her! She woozily sits up. Sindawe jumps to his feet and pummels her.

Mythra surrenders. Jaren comes up and puts his sword against her throat. “Are you going to be good?” She promises to be good and to help us use the altar.

Queen of the Druidweb Altar

We loot her. Mythra has a bloody cloth sack with a baby green dragon in it. We ask about it and find out she was going to use the power of the altar to transform the dragon's skull into a magic helm.

We want the helm but the first priority is to get Jaren's arm back.

Jaren lies down on the altar.

Sindawe asks Mythra, “Why do you hate his guts?”

“Oh, Jaren and I have a history.”

Jaren says impatiently, “Yeah, now make with the ritual.”

Mythra continues, “Jaren did me wrong long ago. I had the Arm-ripper rip his arm off, and I haven't seen him since.”

Apparently he met her back in his pirating days, and they double-crossed each other.

The altar's light increases, and becomes bright and pale. When the light dies, Jaren's arm has been regenerated. He gazes at it in wonder. He looks ecstatic. Serpent thinks he could manage the ritual himself.

The second ritual is to create the helm. The flesh on the helm peels away and green light glows. The skull now looks like it could be a helmet. Serpent claims the *green dragon skullhelm*, which gives him a bonus to Intimidate rolls and a small amount of acid resistance.

We are pleased with Mythra's cooperation and agree to escort her out of the dungeon and to some sort of safety before releasing her.