

## Reavers on the Seas of Fate - Session Summary 09/05/2010

The heroes are on Argavist Island, having just finished getting Jaren's arm regenerated. 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)

With us are:

- *Jaren the Jinx*, the cursed one-armed son of Black Dog the famous pirate (NPC)
- *Mythra*, the witch of the Darkpines, an evil druid who cost Jaren an arm (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)

### *Attack of the Crotch Goblins!*

While walking along, we come across a large band of about 30 goblins, led by one goblin with a large metal boot on one foot and a peg-leg on the other. The lead goblin crows, "Ha, intruders, you fear the junk-kickers!" The goblins turn to face each other and kick each other in the nuts to demonstrate their seriousness. "Give us your women and your money!"

Sindawe tries to be diplomatic, but their leader, *Krik Junk-kick*, screams "SIC BALLS!!!" and the goblins shriek and attack.

Sindawe throws his lightning spear at the demented chieftain and hits. The goblins charge forward and lunge for our crotches. *Krik Junk-kick* goes after Serpent but his iron boot rebounds off his hide armor. *Saluthra* grabs one goblin and crushes it. *Wogan* throws a grenade, but the fuse is rather long, and it will go off later. *Tommy*

wounds a goblin, which bleeds out. Sindawe breaks one's neck. Mythra casts a spell and a large portion of wilderness grows crazily, and its plants entangle the goblins.

The goblins attack again. Serpent gets kicked in the junk by Krik's big metal boot, sickening him. The goblins in front of Saluthra start screaming at each other, something about "No junk!" Serpent groans in pain but batters Krik with his staff twice. Wogan fires his gun but the goblins keep a'comin. Mythra heats up Krik's metal boot with a *heat metal* spell.

Mythra and Jaren suddenly double over in pain, and Serpent feels a strange feeling come over him. Sindawe punches out two goblins. Jaren is writhing in agony, and the goblins attack!

Saluthra gets scratched, and Serpent gets hacked by Krik Junk-kicker's halberd, taking a light wound to the collarbone. Serpent slams Krik again, feeling bones crack under his staff, and Saluthra kills another goblin. One goblin runs over to steal Sindawe's thrown spear just in time for Wogan's nearby grenade to go off, hurling the goblin into the bushes.

Mythra screams "The altar, it's still active!" Mythra and Jaren let out horrible screams that turn into howls as they morph into werewolves. The fight just got a lot harder.

Sindawe knocks out another goblin. Jaren strikes with a short-sword, then bites the face off a goblin with his vicious wolf-teeth. The grenaded goblin starts to run off with Sindawe's spear. Krik tries to execute a burning boot junk kick at Serpent but misses. Three goblins manage to hit Saluthra. Serpent brings his quarterstaff down on the crown of Krik's head and knocks him clean out. The smell of cooking goblin foot wafts up from his burning boot. Strangely, the other goblins don't seem to care. They continue to attack in a ball-crazed frenzy.

Jaren the were-jinx attacks Tommy but Tommy dodges and stabs a goblin, taking it down. Mythra-wolf goes after Wogan but misses. Sindawe finishes off another goblin, then steps back to fight the wolves. Jaren bites Sindawe.

Despite losing their leader, the goblins press the attack. One of the goblins kicks Tommy in the balls, causing him to double over in pain. Another goblin stumbles onto Wogan's trident. One goblin comes in to kick Serpent's junk but jacks his buddy, who is

clutching Serpent's thigh to assist his comrade, in the head, knocking him out. Serpent quick-draws a silver scimitar and cuts into Mythra-wolf, causing her to loose a howl. Wogan summons a celestial eagle to attack the fleeing goblin that stole Sindawe's spear. Sindawe's getting nervous as the goblin makes time towards the treeline. The eagle grips the spear-thief and pecks his eye out.

Tommy stabs another goblin. Mythra-wolf bites Serpent, but he fends away her claws. Sindawe takes out another goblin, and dodges Jaren-wolf's attacks. The goblins attack ineffectually. Serpent slices Mythra-wolf again. Saluthra gets a goblin stuck in its mouth. Wogan's eagle finally finishes off the spear-thief goblin. Wogan summons a dog to also attack Mythra-wolf. Tommy tries to sneak attack but misses, yelling, "Well, fuck me!"

Sindawe strikes down another goblin. Sindawe gets stabbed by Jaren-wolf. Serpent slices Mythra-wolf again, taking a vicious wound from the claws in exchange. Sindawe punches Jaren and gets stabbed and bitten in exchange, wounding him severely. A goblin tries to grab Serpent's leg and he knocks it out with the pommel of his sword. One goblin almost grabs Wogan's trident away from him and flees, but Sindawe back-kicks it and down it goes. Serpent misses Mythra-wolf, but Saluthra gets another goblin. Wogan lays his healing wand on Sindawe, then on Serpent to stem their bleeding.

Mythra-wolf bites Serpent one last time then runs off, bounding away into the forest. Sindawe punches Jaren-wolf twice, who goes unconscious, but manages to rip his short sword into Sindawe as he goes down. All the remaining Junk-kicker goblins but one runs, and Serpent beheads the last goblin. Saluthra begins gorging on goblin corpses and shortly resembles an egg carton. Sindawe happily recovers his spear.

Jaren is unconscious but still in wolf form. Tommy ties him up. We make our way back to the beach slowly, with a huge treasure chest, a sleepy full snake, and a huge unconscious were-beast. Sindawe searches Krik Junk-kick, recovering a goblin-sized halberd, a breastplate, and a magic boot. The boot is half of a pair of *boots of striding and springing*.

### *Curiosity Killed the Cat*

The small cairn we saw by the dungeon's entrance (two sessions ago) is still in Sindawe's mind, and he decides to go back to investigate it. Sindawe and Wogan go to dig it up. The remains of a woman is inside, she appears to have been drained of fluids and cocooned in spiderwebs. She bears a resemblance to Celia, the doppelganger woman. In addition to a silver short sword and some miscellaneous gear, she also has a note written to Gilmy, in which she apologizes for having hurt him. Gilmy was the name of the brain-dead ettin we saw earlier. Apparently Gilmy was not always an ettin. Wogan uses *detect magic* and finds a swan boat *feather token* in her hair. We loot her dessicated corpse with no regard for common decency.

Samaritha and Hapshetsut wave to us from the deck of the *Blackfin* as we gain the beach. Wogan holds a service to ask for the blessing of Gozreh, and we sail off in the yacht. We decide to head to Roderick's Cove to sell some loot before going back to Riddleport.

### *Sailing, Sailing, Over the Ocean Blue*

On the way, we spot an island with some statues on it. Wogan and Sindawe explore. They find an abandoned raft with a tube containing a map that purports to show the location of the sunken treasure ship *Sandspider*. On the way back to the boat, while wading through the surf, they get attacked by a great white shark. Wogan gets horribly bitten on the leg, but he retains enough presence of mind to throw down his swan boat *feather token* and Sindawe clammers onto it and pulls the hapless cleric aboard, trailing blood. The shark is eventually frustrated and swims off.

The next day, we spot a small craft. A man floating in a rowboat in the middle of the ocean is fending off a huge shark with an oar. The man is rather good-looking and introduces himself as *Heartbreak Hinsin*. He was previously aboard a merchant ship and had a disagreement with the captain. The captain of the last ship, the *Emperor*, thought he paid too much attention to the captain's daughter. Thus, he ended up stranded on a ship's boat. We decide to take him with us. He spends a lot of effort trying to seduce either Samaritha and/or Hatshepsut, but both are rather cold to him.

Some time later, we spot a Chelish navy vessel, *The Hale & Hearty*. We let it approach, trying to look as innocent as possible. Marines line the deck and they draw close and throw a line. The captain, *Captain Eldam Alamansor*, says, "Good day." This determined-looking gentleman has almond-shaped gray eyes that are like two pieces of steel. He has fine, straight, amber hair and a thick moustache. He is short and has a boyish build, and has prominent cheekbones. He wears a red and white Chelaxian navy uniform.

We try to convince the captain that we are an innocent Chelish yacht. Jaren acts it up as a decadent Chelish noble, pretending to be Jaren Rotani, nephew of the Hellknight Paralicor we fought in Magnimar.. The navy captain is not completely convinced, and wants to search our ship. Jaren sends Tommy below to get a bribe, and Tommy brings up a bag of gold and pearls. Hinsin comes from below dressed in women's underwear, wanting to know when Jaren will come back. This sells the captain on Jaren's authenticity as a decadent Chelish noble; he politely conceals his distaste and takes his leave.

We see plenty of ship traffic as we near Roderick's Cove. Docking is no problem. Wogan goes into a bar and asks around. There is a big festival and rededication of the lighthouse in five days Riddleport, and lots of people are heading over for it. We shop and get stuff. One thing we buy is a launch, to get us into Black Dog's sea caves, below the Riddleport Light.

### *The Sea Cave*

We finally get back to Riddleport. The place is packed; many ships are anchored offshore rather than at a pier. Troops are bivouacked on the bluff bearing the Light and ships patrol around it. A strange lambent light shines from the top of the lighthouse. According to Jaren, the sea tunnel is exposed only at the lowest part of low tide, at 4 AM. It only stays accessible for 15 minutes. Jaren parts ways with us; we sell him the Blackfin for his share of the gold from the island. He says he's going to move away and make a new start, there's a place called Blackcove in Cheliox he hears is nice and largely inaccessible to ships. "Come see me if you need anything!"

We all pile into the launch, along with Samaritha and Hatshepsut. Serpent and Hatshepsut row, and Saluthra swims ahead of the boat. It is pitch black; Sindawe drinks a

potion of *darkvision* and only he and Samaritha can see at all. As we get close to the tunnel the craft begins to buck in the surf. We have to time it just right to get sucked into the tunnel. Hatshepsut almost gets knocked out of the boat but Sindawe grabs her by the cape before she goes over. She releases her oar but Tommy manages to grab the oar and together they get past the surf.

The tunnel is damp and the water pushes the launch down it in a rush, then tries to pull it back out again. We lay to the oars with a vengeance and keep in the cave. After a short distance, we come out into a cavern. Samaritha falls out of the boat in the tunnel but gets swept along to the cavern as well. Captain Sindawe manages to make sure the boat doesn't smash against the cave wall. Sindawe and Wogan pop sunrods. The cavern has an underground lake in it and two flooded tunnels leading off. There is a bit of a beach with something glittering on it. A strange mist starts to float off the water.

Tommy and Serpent leap into the water to get Samaritha, as she is having some trouble staying above the surface. Serpent uses newly-discovered Serpent Shaman powers (Thanks, APG!) and is able to swim rapidly like a snake.

Sindawe notices a big blue turtle coming up from the bottom of the lake, and dives into the water as well. The turtle goes towards Sindawe. The turtle's shell is blue-green, and has eight openings with 4 flippers and 2 claws coming out of it, along with a head with eyestalks and a vertical mouth (a tojanida). The tojanida snaps at Sindawe and gets him.

The fog begins to rise more quickly, the temperature drops, and the fog obscures all vision above the water. Wogan has the heebie-jeebies, and thinks the cave might be haunted. Hatshepsut dives off the boat. Serpent manages to grab Samaritha and heads back towards the surface.

Sindawe fights the tojanida alone, but misses. The tojanida is unable to hit Sindawe. Hatshepsut swims down to help Sindawe and kicks at the tojanida, but both are unable to get through its shell. The tojanida bites Sindawe again. Hatshepsut finally hurts the tojanida a little.

Up above, Wogan readies his positive energy burst if he sees any undead. Serpent and Samaritha are back in the boat, and she coughs and splutters. Tommy, Wogan, and

Serpent don't know what's going on below, but try to row the boat towards the small beach. Samaritha tries to tug up the anchor.

Down below, Sindawe sees the anchor moving and hooks the anchor to the tojanida, putting it off-balance. The tojanida swims down, jerking the boat. Samaritha, Serpent, Tommy, and Wogan barely manage to stay on the boat as it is pulled backwards. Hatshepsut hits the tojanida again. Serpent jumps back into the water, pulling out a folding cold iron butterfly knife, and swims down to help Sindawe and Hatshepsut. Sindawe manages to sting the creature with a siangham. The tojanida wounds Sindawe horribly, staggering him, but the tojanida bleeds out from Hatshepsut's cobra strikes and loses consciousness.

Hatshepsut grabs the badly wounded Sindawe in a lifeguard hold and starts to help him to shore. Tommy hears something, a babbling sound, but he's not sure exactly where. Serpent, Hatshepsut and Sindawe get to the surface and swim towards the light they can see dimly through the fog. Those on the boat jump onto the shore.

Tommy sees a ghost! The undead creature is insubstantial, but it carries a cutlass and has a peg leg. It has a noose around its neck. Tommy also sees a glowing cutlass on the shore. From the stories we were told, we guess it's *Redlegs*, Black Dog's first mate.

Serpent pokes Sindawe with a wand and heals him a bit. The babbling sound affects Sindawe. Causing him to lose all intention of moving forward. He quietly treads water.

Wogan shoots at Redlegs but his shot goes right through the apparition. Hatshepsut tries to pull Sindawe to shore. Tommy strikes at Redlegs (Wogan recognizes the undead as a dread allip) with a silver sword but the weapon passes right through it.

Redlegs flies right through Tommy, Serpent, and Wogan, almost dominating all of them, but they all steel themselves against the possession and throw it off. Samaritha hits the allip with a TK fist. Wogan casts *spiritual weapon* and a glowing trident appears and pins Redlegs to the beach. He hisses, babbles, and dissipates.

Tommy takes the magical cutlass.

### *Hidden Passage*

We find a hidden passage at the back of the beach and we decide to take the passage. Wogan uses a *feather token* to anchor the boat. The water is rising quickly and we get a move on. In a room Sindawe and Tommy find 10 iron-bound chests and a skeleton. Sindawe calls out, "Guys we're going to be a while. Don't come back here! We're having gay sex! Like really really gay sex!" The rest of the group comes anyway.

The skeleton seems to have been burned. We determine the chests are trapped as Tommy steps forward out of the water and almost gets hit by a bolt of lightning. Wogan throws a rat from his *coffer of tricks* into the room and it explodes as a similar bolt hits it- the thunderclap is followed by charred rat bits sprinkling the party. Tommy raches into Wogan's coffer and throws a bat which flits over to land on a chest; it also explodes but from watching it carefully he determines that the chests are illusionary.

We can't find an exit from these passages, so we go back to the boat and start to head down one of the flooded tunnels.