

## Reavers on the Seas of Fate - Session Summary 09/19/2010

The heroes are currently in the sea caves below the Riddleport Light. They suspect the lighthouse's pending rededication ceremony is really an awful ritual of some sort, and have journeyed to Viperwall and back to stop it. 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:

- *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)

### *Black Dog's Caves*

We are rowing our little launch through a submerged sea cave tunnel, our way lit by a couple of light spells and a sunrod. Serpent and Sindawe are rowing. We get swept around a corner by the current. We manage to not smash the boat, but we get swept past a dry tunnel.

"Reverse!" calls Serpent. With heroic effort and sailing skill, we fight the current and get the boat back to the dry tunnel. Tommy leaps off and lashes the boat to a rock outcropping.

We travel down the tunnel. Wogan notes that it is not above the permanent water line, which means this tunnel will flood soon.

### **The Spike Room**

We come to a cavern where there are three staked skeletons impaled by metal stakes jutting from the sand floor. On the other side of the cave, there is a cave entrance

opening eight feet off the floor within a natural cave formation that resembles a dog's head. We decide to try to get to the dog's head.

Tommy uses Wogan's trident to begin sweeping the floor and discovers a spike trap. He begins finding clear spaces to travel through and advancing across the room. Suddenly a spike springs up right below him, impaling his calf and ripping a chunk out. Tommy advances, finding and disabling a second spike. The rest of the party follows. Tommy finds one more directly under the cave opening.

Tommy climbs up into the dog's mouth. He feels a chill. The toothy maw comes chomping down and he feels his body cracking. He abruptly has a heart attack, but his innate halfling courage pulls him through and he realizes it didn't really happen; it was all an illusion.

Sindawe pulls himself up into the mouth next. Nothing happens to him. Past the mouth is a passage of worked stone. Wogan thinks it's haunted. At the end of the passage is a huge wooden door bound in iron. The door is locked. On the door is an inscription saying "Enter here and face the wrath of Black Dog."

### **The Wrath of Black Dog**

Tommy opens the lock. There are ten chests lining the walls. A ghost arises from the cavern floor; the bearded spectre has a cutlass in hand, a long black beard, and a captain's hat. "WHO DARES DISTURB TH' TREASURE O' BLACK DOG?" it bellows.

Sindawe runs forward to attack. Black Dog's ghost suddenly looks even more hideous and terrible. He is so terrible that Sindawe starts to age and wither. Sindawe responds by shoving his electric ghost-killing spear into the ghost. Samaritha *magic missiles* and Serpent runs in and hits Black Dog with his magic staff. Tommy slashes it with his scimitar.

Black Dog is enraged at the interlopers. He attacks with a cutlass, cutting Sindawe across the brow. Blood flows into Sindawe's eyes, blinding him. Black Dog extends his cut into Serpent, wounding him.

Hatshepsut moves in, hitting Black Dog with her serpent strikes. Sindawe staggers blindly back. Samaritha *magic missiles* again. Wogan pours out a burst of positive energy against the ghost. Serpent and Tommy hit the ghost again and again, their attacks having little effect on its insubstantial form.

The ghost laughs, “HAVE AT YE, LADS!” A ghostly force throws Serpent and Hatshepsut out of the room, bruising them. Hatshepsut picks herself up and runs back to the attack. She tries to give him the junk-kick but misses.

Sindawe runs back in to attack with his ghost-killing spear, yelling “I slept with your wife! She compared you unfavorably to me!” Black Dog reaches out with his spectral hand right into Hatshepsut’s chest and attempts to possess her. She shrugs off the attempt, then strikes him with a sequence of blows. Sindawe hits with the spear again. Samaritha zaps the ghost with yet another *magic missile*, and Wogan casts a healing spell and tries to touch Black Dog.

“ARR, YE THINK YE CAN TAKE THE MEASURE O' BLACK DOG?” He uses his corrupting gaze and we all take some withering damage.

Serpent delivers two more blows and Black Dog is beaten. “ARR, YOU MORTALS ARE A MATCH FER ME. WHAT SEEK YE HERE?”

Sindawe says, “Your treasure, and a route out of here. Also, we know your son. He's a dick, but he has both his hands.”

“IT'S GOOD TA KNOW MY BOY HAS NOT JOINED ME IN THE GREAT SHADE.”

Talking to Black Dog, we find out a few more things. Black Dog bears a grudge against the Shark Lord, a pirate who worshipped the Shark God. The Shark Lord's mistress poisoned Black Dog to weaken him for the Shark Lord’s attack. Black Dog wants revenge – he says that the Shark God has chosen another favored servant, who needs to be slain. He asks which of us will take the geas of Black Dog, and asks, “WHO WANTS TO BE A PIRATE THEY WILL SING SONGS ABOUT AFTER HE’S DEAD?!?”

He looks at us and we all look at each other. Finally, Tommy slowly raises his hand. Black Dog whips his pistol out of his sash and fires it into Tommy, throwing him back against the cave wall. The pistol ball does not injure him, but instead causes a scar

to appear on his chest as if he'd been shot many years ago. Tommy now bears the geas of Black Dog.

“ARR, AND RAPE THAT TRAITOROUS BITCH ON ME GRAVE IF YE GET THE CHANCE.”

The ghost dissipates and we are left with ten chests of pirate treasure.

### **The Chests of Black Dog**

Sindawe opens a chest and gets hit by a poison needle. We find 700 gp.

Tommy opens the next chest and gets javelined by a trap. We find silver.

Sindawe opens another and gets hit with a hail of needles in the face. This contains silver and 4 potions. Samaritha identifies the potions as *swimming*, *spider climb*, *bear's endurance*, and *cure light wounds*.

Tommy disables the trap on the next chest and finds some platinum and a potion of *cure moderate wounds*.

Tommy opens the next chest and it is not trapped. It contains 400 gp and a potion of *tongues*.

Tommy sets off the next trap but the arrow misses him. The chest contains a masterwork scimitar and a scroll of *water breathing*.

Tommy sets off the next chest and magical flames bathe the party, singing everyone. This chest contains 600 gp and 2 100 gp and 2 50 gp gems.

Sindawe takes the next one, and its trap attempts to catapult him back into the spiked room; he reflexively leaps off the springboard before it fires. This chest contains golden plates and goblets and jewelry.

The next chest has 2000 sp and a magic *ring of protection +1*. We give the ring to Samaritha. She bats her eyelashes at Serpent and he breaks into a cold sweat.

The last chest is full of weapons. A magic blue gem and a magic ranseur head (+1 *thundering*). A masterwork kama, an antitoxin, masterwork sling bullets, *chime of opening*, 6 pewter mugs, 2 masterwork manacles, and a poison pill ring.

## **Spending the Night in Black Dog's Cave**

Wogan heals everyone. By now the water is quite high in the cave, and we decide to wait here until the water recedes.

Sindawe goes swimming around looking for other ways out and looting the skeletons. He finds a suit of *+1 leather armor* but gets stabbed by a spike trap. Wogan screws the head off his trident and puts the *+1 thundering* head on it.

Samaritha takes time to talk to Serpent about the future, and sometime in their conversation she kisses Serpent. Serpent still has a lot of distrust.

When the water recedes we go back down to the boat and follow the sea cave deeper in, until we hit another shore.

## **Nasty Ghost Bats**

From ahead in the darkness a giant swarm of ghost bats comes out and swarms around us. We thrash around with our weapons, but most of us have no way to hurt them, and they begin eating us unmercifully. Wogan tries to take them out with positive energy, and Samaritha *magic missiles* some of the bats out. Serpent tries to get away by diving back into the water but the bats simply follow him in, apparently having no trouble with flying around even submerged. Serpent gets back into the boat and uses his *flame blade* wand to bat at the swarm. Wogan finally manages to positive energy burst the rest of the bats out. By this time we are all almost dead, but we take a healing break.

## **Tentacle Monsters for Everyone**

We find a cave illuminated by glowing crystals. In the next cave is a black pool. Horrible creatures that are little more than masses of tentacles spill out of it. Wogan blows one of the tentacles away with his blunderbuss. Samaritha hits one with her telekinetic fist attack. Tommy slings one but his sling stone bounces off harmlessly. Sindawe and Hatshepsut run forward and pummel the tentacles but do very little damage. One tentacle beast bites Wogan and another bites Sindawe. Serpent steps up and pulverizes one of the ones on Sindawe. He yells, "Use magic weapons, everyone!" Sam TK punches the one on Wogan. Tommy sneak attacks the one on Wogan and destroys it!

Black goo spills everywhere. Sindawe uses his ki power to enhance his attacks and destroys the other one.

Sindawe fishes around in the black pool. His face looks like a skull in the pool reflection, which startles him.

The next room has a shaft going up, containing a series of ledges with ladders leading up them. Tommy climbs to the top and lets down a rope. Sindawe climbs up to join him. They examine the trap door at the top. It has a lead seal around it with runes etched into it.

Sindawe asks, "Should we touch it?"

Tommy answers, "Go ahead."

Sindawe says, "OK, let me use your hand though."

After some bantering they decide to try the *chime of opening*. The chime works, the door opens and Tommy climbs up into the basement of the Riddleport Light.

### *The Riddleport Light*

#### **The Summoning Room**

In the room, Tommy finds he is in the middle of a huge pentagram in the center of a big round room. Sindawe follows up.

As Tommy steps across the circle inscribing the pentagram, a hydra appears in the center of the diagram! The hydra's heads are of all five chromatic dragon colors. It screeches and knocks Sindawe aside. Tommy runs away up the stairs at the side of the room. Wogan casts a protection spell on Serpent. Serpent hauls ass up the rope to the hydra's belly and jabs it nastily with his staff.

Samaritha uses a spell to daze the hydra, and Sindawe slams it twice. Serpent flips up into the room and hits the hydra again. Sindawe backs off and uses a flame arrow potion to enchant his shuriken and Tommy's sling bullets. Hatshepsut also comes into the room. Sindawe hits the creature twice with flame shuriken. Hatshepsut hits it thrice for massive damage. She snaps two of the hydra's necks and it keels over. It then disappears.

## **Gendarmes A'Plenty**

We move up the stairs into the lighthouse. We are in a T-shaped room. There is a pair of iron doors ahead and we can hear voices through them. Tommy gets boosted up and looks in a window atop the doors and sees into a large fancy-looking central room. Some of the doors in the central room have grimy planks of wood nailed over them. There is a huge crystal chandelier hanging in the center. Riddleport soldiers are around the room chatting and dicing. Some of them are keeping wary eyes on the front door. There are at least 12 soldiers in the room.

The doors have lion heads carved into them and we believe they're locked. Wogan confirms that the lion heads are magical, and we're sure they're trapped.

## **The Chandelier Control Room**

Tommy looks around and finds a secret door that leads into one of the side rooms. Tommy peers cautiously in and sees a guard sitting in a chair. Tommy runs in and stabs the guard through the neck, instantly killing him before he can even arise from his seat. There is a wheel mechanism here that controls the chandelier in the main room. There is also a boarded-up door here.

We try the boarded-up door, quietly prying apart the nails.

## **The Feeding Room**

The room beyond is dusty. A wooden table and chair are here. A shovel leans against the wall. There is a stone pedestal covered in tribal carvings. From the pedestal, there is a track going through a hole in the wall. Wogan detects magic and sees dim magic in the carvings. He thinks it is some sort of divine magic. He attempts to activate the magic of the pedestal and the carvings glow, and a brown pellet appears in the spout and begins rolling down the track. He stops the pellet and picks it up. It appears to be some kind of food.

Wogan decides to let the food go down the track. It disappears into the next room. We figure some sort of captive monster must be in the next room. Tommy checks out

some items on the shelves, but can't make heads or tails of it. Samaritha thinks they are samples of stuff from monsters.

Serpent suggests Tommy pick the lock on the reinforced door. Tommy fails to pick the lock but uses the *chime of opening* and it comes open. Tommy runs for it.

### **The Hydra Room**

Serpent goes to peer in the door. There is a big filthy room with piles of dung. Against the far wall are three pedestals; two are glowing but one is smashed. There is a big transparent glass wall on one side. Serpent thinks this might be hydra scat. This must be where the hydra was kept until it was summoned into the room below and we killed it.

### **The Demonic Altar**

We check the other secret door. The chamber is dark, a bare stone chamber that contains a demonic statue with a huge long mouth that drops into a trough. Wogan studies it and thinks it is a unique demon reputed to grant power to people who donated blood to it.

There is magic and evil here. Sindawe strolls in and checks for valuables, but finds none. The carved demon's eyes glow orange at his approach, but nothing untoward happens.

### *For Next Time*

We prepare to spring an attack on the soldiers in the central room. Our plan is to collapse the chandelier, throw some concealing mist in to confound the musketeers, and run in to attack.