

Reavers on the Seas of Fate - Session Summary 10/03/2010

The heroes are inside the Riddleport Light, getting ready to assault the guards inside. 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, 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)

With us are:

- *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)

The Riddleport Light

Sindawe goes back into the room with the carved demon idol and sacrifices some of his blood into its distended mouth. He feels that he can manifest some of the demon's power. He shoots rays of orange fire out of his eyes, doing damage to the wall. He says, "Glad that didn't come out of my dick." He believes that he can emit those rays at will until his wound is healed, doing 1d6 points of fire damage at range.

Sindawe looks back into the guard room sees the guard standing there in the doorway. When he investigates, the corpse is still in the chair. The rest of us think he's crazy, possibly as a result of his demon power. Tommy throws a dagger into the dead guard but he doesn't move. "Hey, hand me my dagger back," he asks Sindawe. They both decline to actually pull the dagger out of the corpse.

Cop Killers

Our plan is to drop the chandelier onto the guards in the central chamber, have Wogan throw an *obscuring mist* into the room, and then rush to the attack. Before the

fight Serpent buffs himself, growing hard snake scales on his skin, becoming stronger, and enhancing his staff into a *shillelagh*.

Sindawe burns through the golden rope holding the chandelier with his demon fire. It falls with a crash onto the five footsoldiers gambling underneath it, killing them instantly amidst a spray of gore and crystal shards. Wogan lays his obscuring mist onto one of the two balconies manned by musketeers. Tommy runs in and stabs a stunned guard; his saber protrudes from the man's chest and he falls. The other seven guards run towards us; two attack Tommy with greatswords, but he dodges their attacks. Sindawe and Hatshepsut follow Tommy in and close with the guards. Hatshepsut takes a spear wound in the process. The musketeers on the balcony fire a volley at us and one gets an amazing shot and rips a musket ball through Tommy's chest, critically wounding him. Samaritha strikes at a guard with her telekinesis.

Suddenly there is a strange silvery flash. The room seems to go wonky; things are falling slowly and time seems to move at variable speeds. Time seems to slow down around Tommy. One of the musketeers shoots at Tommy but Tommy deflects the musket ball with a sudden slash of his sword. Tommy uses his speed to stab another guard and take him out.

Three guards charge Hatshepsut and give her a good slashing. Another pokes at Serpent with a spear but it bounces off his snake scales. Sindawe grabs a spear-wielding guard and snaps his neck. Hatshepsut makes a serpent-fang strike to another guard's neck and he bleeds out.

Serpent slams a guard with his shillelagh, taking him down, and Saluthra slithers in and grabs another guard, lifting him off his feet and crushing him in her coils. Tommy flips over the snake and takes out another guard. Sindawe shoots his laser death eyes up into the balcony and runs into the mist. Sindawe trips over a bit of chandelier debris in the mist and falls. Luckily no one can see it.

Hatshepsut charges one of the balconies and snaps a guard's neck. The musketeers on the balcony fire on Hatshepsut, Serpent, and Saluthra but miss. The other musketeers find their way out of the mist and shoot at Sindawe; he dodges their fire. Tommy slings a stone at a musketeer and hits one. Sindawe kills a guard by punching his knee, causing him to tumble over the banister and fall to his death. Hatshepsut hits a musketeer so hard

it collapses his lung. The remaining musketeers pull rapiers and move to engage. Wogan shoots a blunderbuss into the melee with complete disregard for his companions, hitting a musketeer and taking him out.

Serpent hits the remaining musketeer on his balcony twice, destroying him. Sindawe beats the last musketeer down, and the musketeer drops his rapier and surrenders.

We interrogate the guard. He tells us that they are here to guard Tammerhawk. He says Tammerhawk went up the stairs. There are more guards and Tammerhawk had some companions, The Lord Defender of the Cypher Lodge and notable civic figure (i.e. notorious crime lord) Clegg Zincher. Sindawe thanks him and beats him unconscious.

Wogan loots some powder and bullets from the dead guards, and we bundle up their muskets as loot.

Ghosts, Angels, and Demons

Sindawe notices that the room has a viewing window set high in the wall above the balconies the musketeers were using, and he sees a beautiful woman clad only in lingerie observing us. He calls the group's attention to the sight, but she quickly ducks away from the window and out of view. Tommy says, "First it's ghost guards, now it's ghost whores. You've got ghosts on the brain, man."

Tacked to the wall with a knife is a parchment. The parchment contains directions to the guards from Cromarcky ordering them to kill any intruders, protect Tammerhawk, and stay away from the "uncleared" areas of the lighthouse.

Sindawe checks out some of the side rooms. He has the feeling that something is watching him. We're beginning to suspect that Sindawe is behaving a bit paranoid.

Behind one of the boarded-up doors, there is a room scrawled with dark runes. Samaritha identifies them as infernal, the language of Hell. She can't read it. Wogan looks through a window into a locked room that has a nasty-looking iron crate surrounded by desecrated holy symbols and things scrawled in blood on the walls. Wogan thinks the crate is designed to hold some kind of good relic.

Serpent volunteers to go in, but first we look at it with detect magic. The crate has abjuration magic on it. Samaritha says, "Be careful, Serpent."

Serpent goes through the door and Sindawe slams it after him. Serpent approaches the crate. It seems locked. Serpent calls Tommy in. Tommy tinkers with the lock. Light flashes from inside the bars on the crate. Serpent peers into the box through the bars. It is blazingly bright inside. Serpent has to shield his eyes. Something incredibly bright is moving inside the box.

Serpent says, "Are you an angel?" It flashes even brighter and talks in musical notes.

Wogan uses the *chime of opening* on the box. The bright light answers with a matching musical note of the same tone. The door swings open and a blazingly bright ball of light comes flying out.

Wogan calls, "Oh, creature of the box, you are free!"

The ball of light shoots a ray of divine energy at Sindawe. He goes running from the room like a butt monkey, screaming, "Run away!" Tommy follows him.

Wogan says, "What are you doing? Is this your gratitude for us freeing you?" Wogan manages to convince it not to chase after Sindawe. It makes sounds like a harpsichord but Wogan hears words in his head.

"trapped... so long... evil"

Wogan says, "The demon summoner is gone."

"bad man..."

Wogan tries to convince the archon to come along with us and fight the evil people in the tower.

The ball glows yellow and says, "fight evil..." It seems to be willing to come with us.

Da Blob

In another room we find a dead scorched soldier who apparently was trying to open one of the doors. Wogan sees no remaining magic on the door. Tommy checks the door and finds plenty of little holes where the fire comes through. Tommy disables the trap and Sindawe opens it. It appears to be a big alchemical laboratory. Various beakers

and flasks are bubbling away despite there being no heat sources under them. The air is thick with purple haze.

Sindawe begins to sing “Purple haze all in my brain, lately things just don't seem the same, actin' funny, but I don't know why, 'scuse me while I kiss this guy!”

Sindawe hears the sound of a scraping chair from the other side of the room. He moves closer and sees a transparent blob with a gem in it; as he watches it floats up into the thick air. Serpent is following Sindawe and sees it too. Tommy is unable to see the blob, as is Wogan. Wogan shoots his gun anyway. “Did I kill it?”

Sparky the Archon shoots a ray of light at the blob but misses. Serpent moves forward and bashes the jelly with his staff, it counterattacks him and hurts him with acid. Luckily Serpent's dragon helm resists some of the acid damage, and Serpent resists the paralyzing slime. Sindawe moves in and pokes at it with his spear.

Wogan can see the clear translucent slime now and he icicle bursts it, freezing a small chunk off. Serpent smacks it twice with his magic staff and goo goes spraying everywhere. Its gem center goes clinking to the ground. It is not magical but looks valuable.

Samaritha is looking around and thinks the laboratory is quite unusual. It can't have been running like this for very long or else all the chemicals would be completely boiled off. Looking around, she finds five finished potions of various types.

The Devil's Workshop

In a workshop we find five magic scrolls. Sparky the Archon starts shooting randomly into the room, yelling “evil!...evil!...”

Sindawe hears a voice whispering in his head. “You totally need to put that thing down. It's going to melt your face sooner or later.”

“That's probably not any different from my usual day. Who are you?”

“You can call me Shaz.”

Sindawe negotiates with the voice in his head. Apparently the creature was the devil-worshipping Gebediah Crix's familiar. It clings to Sindawe's backpack, using

Sindawe's evil aura to hide from the lantern archon. Sparky finally calms down and stops shooting up the place.

Sindawe asks about the third floor. Half of it is the arboretum. There's a gallery and a bunch of wizards's stuff.

The devil tells Sindawe about Seyanna, a demoness in the next room bound by a golden ankle-cuff. If you have the golden key she has to obey you. Crix always kept one key on his person, but Shaz isn't sure where the dead wizard's body is. He knows he kept a spare key in his bedroom, which is past the room the demoness is in. Sindawe signs a contract giving the devil control of this demoness in exchange for help in getting past the next room. Shaz warns us not to unlock the cuff or else "she will go batshit crazy on you." Sindawe only relays bits of this to the group; everyone is very concerned about the animated conversation the Mwangi appears to be having with himself.

Hot and Cold Running Bitches

We go through another boarded-up door into a long room. One side of the room is the viewing window into the central chamber. There is a woman in this room. She is nearly naked, with black hair in a pony tail. She has on gold bracers and black lingerie. "Thank you for rescuing me. They kept me here against my will."

The archon begins blasting, "evil!... evil!... evil!..." The woman shrieks in terror and tries to hide. Serpent tries to interfere with the archon's attacks and says, "Stop attacking people!"

Sindawe tries to have a calm conversation in the middle of combat. "What are you?" She says, "I'm a nymph, enslaved to the evil wizard's will."

Serpent says, "We don't buy that!"

"Well, like a nymph. I'm a fey creature."

Sparky says, "destroy!" and continues to zap. The interference of Serpent and Sindawe cause the archon to miss. The woman says, "Please help me get out of here and I'll do anything you want!" Sindawe drags the girl out of the room and slams the door. "Oh, thank you," she says and falls into his arms. "What were you eating in there?" "The wizard had a magical plate that could summon food." Sindawe says to the rest of the

group through the door, “Look for the plate! It summons food!” “Ooh,” says Serpent, and looks for the plate.

Serpent asks Wogan to “tell the archon to go back to heaven or something.”

“I’m well-trained in the arts of pleasure. The wizard put these golden bonds on me to keep me from going back to my forest home.”

Serpent and Wogan continue to the wizard’s bedroom. The archon continues to zap the door.

Sindawe takes the woman into a supply closet. He hands her a vial of holy water and tries to get her to drink. She jumps him. Sindawe splashes her with holy water and she screams. Horns appear and demonic bat wings unfurl behind her. She claws Sindawe with her talon-like nails. Sindawe slams open the door to the observation room. He has bloody scratches down his face.

Sparky the archon fires at the demon and hits it with a light beam. Sindawe runs into the room, screaming, “She’s got horns! Look for a golden key, it controls her.” Tommy quickly looks under the mattress in the wizard’s bedroom and finds the key. Wogan and Serpent run into the front room and see the demon in lingerie. Hatshepsut jump-kicks the demon and connects. The demon flies full-speed into Serpent and bull-rushes him through the observation window; they fall twenty feet to the floor below. Serpent manages to twist and land on top of the demon-woman. The other characters rush to the window and look down at the two rolling around on the floor below, locked in combat.

Serpent pulls out his cold iron butterfly knife and tries to stab her in the kidney but it rebounds off her scaly wings. Hatshepsut slow falls down the wall. Samaritha yells, “You get off him!” and she casts *enlarge* on Serpent, causing him to grow to twice his size. The demoness tries to grapple him and plant a kiss on his lips but his increased size enables him to hold her off. Sindawe takes the golden key from Tommy and tells her to stop. The demoness stops in mid-pucker, and Hatshepsut kicks her off Serpent. Her horns and wings retract and she again appears as an attractive, lingerie-clad woman. Sparky the archon continues to sting the demon with light rays. “Get it off!” she yells.

Sindawe also slow falls down, putting on his elf-puncher cold iron knuckles. Wogan tries to stop the archon but it continues to fire at the demon. "It's not listening to me anymore!" he cries.

"I have to serve you now, call off the zappy ball," Seyanna says to Sindawe.

Sindawe says, "I can't control it."

"Just command me to destroy it, then."

"Oh, is it that simple?" Sindawe pretends to ponder and lets the archon zap her a couple more times.

Sindawe punches the succubus in the face as hard as he can with the cold iron knuckles. "That's for scratching me earlier. Now go kill the sparky ball." Her bat-wings come out and she launches into the air.

As the succubus tears at the archon, it calls out to Wogan, "protect... friend... argh..."

Wogan calls back, "If you'd listened to me, this wouldn't be happening."

Sindawe tells the succubus to go kill everything on the second floor of the tower. She goes to do this. The voice in Sindawe's backpack says, "OK, now give me the key."

Sindawe says, "I signed a deal with this little invisible devil saying I would give him this key. Is anyone going to stop me?"

"Yeah," says Wogan, "That seems like a bad idea. Why don't you give it to me?"

"But I said I'd give it to him."

Wogan says, "But you didn't say when you'd give it to him."

Sindawe shrugs, "That's right!" and hands the key to Wogan. During the hand-off, the invisible devil snatches the key from his hand.

"Wait," Sindawe says, "I didn't give it to you."

The devil says, "Close enough!"

The demon-woman begs, "Don't give me to the devil!"

Sindawe says, "I'm not..." and he walks off.

The devil departs with his new demon slave, calling back, "Say hi to Old Scratch for me. He told me the truth, you're good people."

Ghost Wizard!

As we search the bedroom, a spectral ghostly man comes in through the wall. His neck is severed, his head floats an inch above his neck and his wizardly robes are soaked with blood.

He says, "Who desecrates my home?"

"Ref Jorensen. Are you Gebediah Crix?"

"I am. And you will regret your trespass!" He summons two hellhounds.

Samaritha yelps in alarm and multiple images of her appear. Tommy scuttles around and sneak attacks one of the hellhounds in the rump, while Serpent, still enlarged, hits it with his staff. Wogan summons a spiritual trident to attack the ghost. It screams, "Murderers!" and fades through the wall.

As the hellhounds bathe Serpent and Samaritha in flame, they realize that it is mostly illusionary damage. "They're not real!" calls Serpent, "they're shades."

Sindawe runs in, stabs one of the beasts with his ghost-killing spear, and disperses it back to the plane of shadow. Hatshepsut and Tommy victoriously stab the second hellhound and rip it apart. "What what, in the butt!" proclaims Tommy victoriously as he lands a backstab in the second hound's rump as well. The rest of us politely decline to comment.

We search the bedroom. We find lots of lingerie. After consideration, Serpent thinks the lingerie would fit Samaritha. We fill a bag with it and other feminine accoutrements.

Door to Door Search

Sindawe remembers the imp said something about a secret study behind the bedroom. We search and find a secret door. The secret door leads to a study. Samaritha figures some of the books would be worth something.

We go back down and explore more rooms on the first floor. We find a kitchen where a poltergeist throws cutlery at us. We slam the door and leave that room alone.

In one of the other rooms we find a large ancient shrine to Gozreh. It must date back well before Gebediah Crix took over the lighthouse. Most of the player characters

are Gozrites, so we stop to pray at the altar. We feel the blessing of Gozreh upon us, and we regain our depleted spells and abilities.

Next we find a pantry full of boxes and barrels. There is a spilled box of fluorescent paint. Sindawe hears something rattling around and asks Serpent to look for tracks. Serpent only sees tracks of soldiers.

Sindawe calls, "You back there. Come out now and we'll only take your stuff." There is no response. Sindawe advances back and finds the barrel he thinks someone is hiding in. Wogan asks Tommy to drill into the barrel. Tommy has a drill in his thief tools. He drills in and when he pulls it out there is fluorescent yellow paint on the drill. The fluorescent yellow paint flows out and forms into a large form and begins to attack.

The goo smashes at Tommy. Tommy dodges and swipes back with a cutlass. Serpent smashes it twice with his staff. Glowing yellow fluid is splashing everywhere. Tommy finishes it off with his scimitar. Wogan figures out that the goo acts as an oil of *magic weapon*. We rub a few of our weapons in it.

We go up the stairs to the third level. We see Gebediah Crix's ghost again.

Serpent says, "Not you again!"

Sindawe says, "Tammerhawk murdered you and now is trying to defile your tower with his foul snake-god rituals. We're here to kill him and avenge you!"

"Tammerhawk killed me..." the ghost repeats.

Wogan adds, "Yes, we will avenge you. You should be attacking Tammerhawk and helping us!"

The ghost nods, points our way toward the upper levels, and dissipates.

We experience another weird flash of time distortion. Then we continue down the hallway, trying the door on the end.

The door leads into a gallery. Lying on the floor is the pelt of a giant white four-armed gorilla. A dais contains an owlbear skeleton. We head by and start to process the door on the far side of the room.

Samaritha suddenly screeches as the owlbear skeleton animates and attacks from behind. It grabs Samaritha, but she manages to nimbly twist out of its grasp. Tommy smashes it with a sling stone. Wogan misses it with a blunderbuss. Serpent beats on the

skeleton fiercely. Hatshepsut power attacks it twice and finishes it off with an elbow to the spine.

Hey, We Know You Guys

We continue upwards, towards the roof. We see two gendarmes at the top of the stairs; they shriek in surprise as we come into view. We recognize them as Ormwar and Rynray, two gendarmes we had dealings with at the Gold Goblin.

Sindawe says, “Come down here and stop screaming. It’s us.”

“They’re ghosts, they’re going to steal our souls,” Rynray advises Ormwar.

Sindawe convinces them he’s alive by peeing in the corner. At this, they agree it must really be Sindawe. They come down and talk to us.

Sindawe tells them about Tammerhawk’s big snake ritual. We ask them who is here and they tell us Tammerhawk, the Lord Defender of the Cypher Lodge Thorgrim, Clegg Zincher, and four guards are up on the roof. Tammerhawk seems to be in charge; in fact, they were surprised at how much the usually surly Clegg Zincher was willing to be bossed around by the Cyphermage. The gendarmes are freaked out because things are getting so strange; they’ve seen roving spirits and the flashes of argent light that change the passage of time have them panicked. Ormwar says they tried the door when Krix’ ghost appeared, but it seems to be stuck closed. The pair are happy to leave their duties behind and they scramble down the stairs to leave the lighthouse.

Wogan consults with Samaritha. He believes that the unusual supernatural activity in the area is related to the time dilation; Samaritha confirms that time moves differently in the spirit world and that the time shifts may be due to the weakening of the curtain separating the real world from the ghostlands. She says this isn’t a normal effect the Jade Serpent would have, and that there must be something else involved.

For Next Time

We buff up and prepare to burst through the door into the top of the Riddleport Light and thwart Tammerhawk’s ritual.