

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 12/18/2011

TODAY'S EPISODE: FROM SHORE TO SEA

The ship has just crossed Conqueror's Bay and is sailing out the south side. They are now within spitting distance of Cheliox and approaching Cape Dis, still well north of the Sallow Coast. The crew spits heartily into the ocean to show their disgust of all things Chelaxian.

Our heroes are:

- Captain **Sindawe H'kilata Narr**, the fist-punchin' Mwangi monk (Chris)
- First Mate **Ref "Serpent" Jorensen**, the staff-bashin' Ulfen druid/ranger and his snake Saluthra (Paul)
- Gunnery Mate **Wogan**, the pistol-packin' celibate cleric of Gozreh (Patrick)
- Bosun **Tommy Blacktoes**, the staff-slingin' sneaky halfling rogue (was Kevin, now NPC)
- **Hatshepsut**, monk and high priestess of a lost civilization who doesn't savvy much Common and her cobra Naja (NPC)
- **Samaritha**, the wand-blastin' serpentfolk wizard in the guise of a pretty half-elf (NPC).
- **Lavender Lil**, a buxom, tiefling ex-prostitute (NPC).
- The rest of the crew:
 - Survivors from the ship's previous pirate crew
 - Ex-slaves escaped from their Chelish owner and recruited from their castaway island home
 - **Mace Venjum**, former Chelish captain, former prisoner, thumbless, and forcibly recruited pirate
- The new hires:
 - **Del**, merchantman sailor, released from Riddleport's Shoreleave prison
 - **Spee**, a peg-legged, though speedy climbing, sailor
 - **Rolf**, a big guy with lots of scars escaping a shady past in Riddleport

- **Delmer**, a slow talking man with an impressive knowledge of knots
- **Bojask**, male, human ranger and the sole shanghaied crew member. Previously he was the floor manager and animal wrangler for the Gold Goblin casino.

SORRY ABOUT YOUR CHURCH

Approaching the coast proves eventful as the helmsman, Serpent, spots a strange wave parting in the distance. There's a rock or other natural formation just beneath the surface. He calls out orders to the crew who rush to adjust sails as he spins the wheel. The ship heels to starboard and mostly misses the obstacle but still takes 24hp of damage to one of the front hull sections as it grazes on past.

Little Mike and Lavender Lil come running up from below decks. He has been dressed like iconic adventurer Seltziel by Lavender Lil as part of the captain's plan to send a squad of fake adventurers down the Sallow Coast to scout out easy targets for predation. The crew emits cat-calls, whistles of appreciation and derision ("Fruit proceeding downwind!").

Wogan goes below to assess the damage but is unable to find it from the inside. Orders are given - the sails are reefed, an anchor dropped, additional crew put on watch. Serpent uses "touch of the sea" and "snake totem transformation" so he can breathe water and swim more easily. He goes over board to find a forward, port hull section that is buckled inward. Closer investigation reveals a possibly man-made (monster-made?) stone spike embedded in the hull. Serpent struggles to pull it free, then drags it to the surface where the crew lowers a net and drags it aboard.

It is a stone spire with some number of carvings in it, though they are dulled by wave action. The two religious experts on hand, Sindawe and Wogan, examine it

and come up with “it must be flipper Jesus” (i.e. nothing useful). Captain Sindawe orders course to be set back to the sunken structure, as there may be loot there! Then Samaritha and Hatshepsut emerge from below. Their scholarly examination is a bit more meaningful - it is from a structure consecrated to Father Dagon, an ancient EVIL god. All thought of examining the sunken ruins are abandoned by Captain Sindawe. The stone spire is stowed down below.

Meanwhile Wogan (with his *mending* spells) and Tanned Hank (the ship's carpenter) are lowered overboard to address the damaged hull. They team up to place the *mending* spells strategically. Some time later they have lowered the damage to only 13pts, which suffices to stop the leaking and not reduce the ship's speed. Meanwhile Sindawe marks the approximate location of the sunken ruins on his map. The *Teeth of Araska* turns back with the wind and sails southward.

An Imperfect Storm

The ship continues sailing southward and soon Cape Dis is spotted. A course is plotted to take the ship back out to sea and curve back into the Sallow Coast. The sextant, astrolabe, and maps are applied toward this goal. The ship sails through the night.

Waves and high wind come out of the southwest. Then the rain comes. It is officially a storm. The GM calls for sailing checks for 9 hours of storm. One failure translates to Kahina accidentally loosing a line which drops a rigging section to the deck where it hits Tommy and Gareb. Tommy rolls agilely out of the way but Gareb

takes ripts from the dropped spar. Wogan strolls across the pitching deck to heal Gareb, but Serpents acrobatics his way past to deliver the healing first.

Another sailing mishap damages the main mast (9pts). Serpent turns to the mast but Wogan hastily hugs it to deliver a *mending* spell first. Both crewmen stick out their tongues and wave obscene gestures at each other.

Otherwise the crew and ship brave their way thru the storm without issue.

That night Wogan, from his cabin, overhears Lavender Lil and Kahina preparing costumes in Lil's cabin. They are giggling and exchanging dirty jokes.

Baby Talk

The next evening they believe they will be hitting the Sallow Coast. And indeed land is spotted, including the coast road. Our Away Team boards the boat, dressed by Lil as proper adventurers, which is to say like especially violent hookers (Tommy is modeled after the iconic bard Lem, Lil is the sorceress Seoni, Kahina the barbarian Amiri, Sevgi the elf rogue Merisiel, Rolf the monk Sajan, and Little Mike is the half-elf fighter/wizard Seltyiel.) The crew keeps calling out, "Hey, baby!" and taking bets as to who will answer. One pirate says as they disappear into the distance, "There go some sexy, brave, stupid people."

The ship remains anchored there overnight. Wogan gets a great night's sleep for a change. Meanwhile, Samaritha pumps Serpent for more information on "the plan". Serpent explains the plan as he understands it, which is to say not very well. He admits he tends to not listen closely until he hears the words "and then we kill them all".

Samaritha asks, "So Hatshepsut and I are supposed to back up Bel and Stoke when they are in charge of the ship at Blackcove?" Serpent replies, "Uh, yeah. I think so."

She asks additional circuitous questions; Serpent assumes she's edging toward some subject. He assumes she wants to discuss their vague plans for having a kid and getting married. He blurts out, "Should we talk about getting married? Or hatching that egg into a kid?"

Samaritha seems a bit surprised, but replies, "We should have a plan for all of that, but you and friends seem busy to have had much time to talk about that."

Serpent says, "Well, how were you raised as a child?"

"We are raised in a community nursery after being left to fend for ourselves for a short time."

"Doesn't the period just after emerging from the egg require some close supervision?"

"No, I think that is a warm-blood way of doing things."

"So, what do you think about getting married?"

Samaritha is silent for a minute. "That is a human practice I don't fully understand. Do *you* want to get married?"

"Oh, no, not really. Just wondering."

They then explore their feelings on child rearing for several hours. During which she admits, "I don't have the egg on board. The egg is an incubator in the Serpent Temple (the one below Riddleport). Hatshepsut and I did it when we were on the lam."

Serpent is concerned, "Is it well protected? Monsters might move in. Or heroes might show up to kill said monsters."

Samaritha replies, "It is well warded and I think most of those who know about it are dead." Serpent remembers that a large number of gendarmes were tasked with filling in at least one entrance with cement. But he doesn't know about the other entrances. Plus, there was a possible submerged section.

Onward to Blackcove

The next day sees the ship becalmed, so Serpent casts *alter winds* to give us a gentle wind. The crew wets down the sails to improve the effect. The next day has a light wind and we're back on track.

Both days the GM requests a Heal check from Wogan without explaining why. A 15 and 15 from Wogan also brings no explanation.

The ship hugs the Sallow Coast and sails into Hellmouth Gulf, avoiding the large number of protruding rocks. Samaritha tells us this area was formed 10,000 years during Earthfall. That event sank the Azlant continent, forming this coast and the Azlanti islands that we are heading for (eventually).

This coast is mainly cliffs, dark sand, jagged rocks, with inlets here and there. The incoming waves carry a sulfurous smell. Wogan asks Samaritha, "Is that why they call it the Hellmouth?"

Samaritha replies, "I don't know. Warm-bloods name things for strange reasons. But it makes sense."

Serpent says, "Hey, maybe you shouldn't refer to us as 'the warm-bloods' in front of the crew..."

The going is slow for the ship as the crew works hard to avoid the jagged rocks while watching the cliff face for the Blackcove inlet. There is a strong possibility that the ship will sail right past it.

That evening the watcher in the crow's nest spots a red lantern, which becomes more apparently a light house as the ship approaches. Sindawe passes around the spyglass for a better viewing. The GM shows us a neat picture of a lighthouse with a red light that breaks up into a bloody mist some distance out.

Serpent says, "Is that a red light or is spraying blood?"

Spee, who was standing nearby, regards him with horror. "That's monstrous!"

Serpent says, "Yeah, that's the Devil's Menstruation Light House."

Spee turns green. "Yeech!"

Mace says, "Shouldn't that be the Devil's Urethra Light House?"

Wogan tries to calm everyone. "Uh, I'm pretty sure that it's just a light."

The ship drops anchor. Bel and Stoke are given command; Samaritha and Hatshepsut are their enforcers. Tanned Hank is ordered to repair the hull damage. Captain Sindawe chooses a boat crew: Slasher Jim, Del, Spee, and Gareb. They row toward the inlet.

BLACKCOVE

The ship's boat heads toward what looks like a ruined pier. They see a stained coral temple standing above the town.

Serpent says, "Let's take bets on who that temple is to."

"Asmodeus?" Wogan offers.

Serpent says, "Shark God." A chorus of "bravo!" and "well done, sir!" is heard.

Spee says, "Desdanay." We don't think that's even a god.

Sindawe offers, "Dagon." Everyone nods sagely.

It becomes apparent that the coastal road passes behind the village, possibly allowing strangers to totally miss Blackcove. The village itself is mainly stone in construction. There is a jetty protecting the village; it serves to break ocean waves and produces some impressive spray. Wogan recognizes the symbol atop the light house as a Chelaxian government way of acknowledging "We're Chelax and we worship Asmodeus."

Serpent and Sindawe recall that there is a light house called the Eye of Asmodeus built in 4300's (400 yrs ago) on the Sallow Coast. Sindawe says, "I don't know if that means it is a light house called the Eye of Asmodeus or a light house with the Eye of Asmodeus, a death ray, mounted on top of it." Spee wriggles unhappily in his seat.

The rain picks up. The waves are strong. And the jagged rocks abundant. The ship's officers ably navigate thru the hazards to arrive at a rotten dock. There are other docks, or rather the pilings of said docks.

There is an abandoned looking tavern at the end of the dock. Wogan is curious about the lack of people. Everyone looks around for human activity. They spot no people. And alarmingly enough there are sunken boats tied the pilings of the rotted dock.

Spee is left to guard the boat while the rest of the crew heads to the abandoned tavern, dubbed the Lucky Catch by Wogan due to the sign of a fish in a bucket. The dock is so rotten that the crew climbs back in the boat and sails further up the dock to the coastline end. The crew, minus Spee, heads to the light house. Wogan asks, "Does someone have a rape whistle for Spee? You know, in case

someone comes to kill him?" Spee starts sputtering in terror. The others keep walking away.

The buildings closest to the water are gone with only an outline to mark their location. The next line buildings are mainly cottages. They show signs of having been there for a long time and having undergone repair and upkeep, but not so recently. For example, hanging nets show signs of neglect.

Serpent investigates the buildings casually and is startled when one building shifts on its foundation with a loud CRACK! He moves closer cautiously to investigate and notes a sharp, acrid odor. Serpent opens the door revealing an eye-watering odor. The interior is clearly a workshop with many glass doo-dads, mostly broken. Del and Serpent argue about searching the inside... Serpent believes too many people risks the building collapsing. Del thinks Serpent is going to pocket the valuables for himself and wants to go in himself. Captain Sindawe tells Serpent, "Go investigate," then beats on Del until he feels the point has been made.

Serpent finds a bell jar containing a man-fish homunculus. But it weighs 100lbs so he leaves it be. He finds no valuables.

The crew pushes on but is quickly side tracked by the sounds of a pelican in distress. They investigate amongst a cluster of buildings showing no signs of repair from recent storms. Wogan and Serpent find the pelican perched atop a building beam. Sindawe spots claw marks on the beam; he lights a sunrod for better light. It appears to be a 6" long claw, like a cat's claw, with flesh trailing out of it. Slasher Jim pokes at it with a knife. It smells fishy.

The pelican keeps making noise. Sindawe asks Serpent, "Can you talk to it?"

Serpent replies, "Not really."

"So no?"

Serpent, "Yeah." Then orders his snake, Saluthra, to terminate it. Sindawe is disappointed by Serpent's tactics. But then he spots fishing boats coming in. He orders, "Double time to the light house. We can watch them come in!" Spee, back at the boat, thinks, "Why are they running?"

The running ends when we arrive at the jetty to the light house. It is clearly slick and hazardous. We walk cautiously forward. Some distance out Gareb says, "Look at this!" and then slips and falls some distance onto the rocks. Sindawe jumps down to save Gareb from falling further and pulls him back up. Gareb doesn't remember what he was trying to point out before the fall.

The sun is 30 minutes from setting and the fishing boats are closer. There is a storm further out, perhaps only 5 minutes out. The crew spots the keel of fishing boat further west of the light house. At the lighthouse the storm has reduced visibility severely. We see figures emerging from buildings in the village and heading toward the lighthouse and grow very concerned. "Get inside!"

There are narrow windows on the second floor and a large bronze door facing the jetty. But it is locked. Wogan uses his Chime of Opening; the crew rushes in. A hunched man with pale skin, a receding hairline, widow's peak, and sea ravished features is there. He is surprised to see us, but recovers quickly, "Salvations! Who are you?"

He explains the villagers gather here to weather storms and avoid the monsters. He knows nothing more of the monsters but believes the sheriff can explain. Captain Sindawe believes the light keeper, Jervus Barhanden, is telling the truth about this (or

is a very convincing liar). Sindawe orders the door barred and announces, "Let's investigate the rest of the building."

There are a half dozen villagers on the second floor, living Red Cross style. Wogan asks, "Do you know a man named Jared?"

"Yes, well, a Jaren moved here recently and married a local girl." Wogan and Serpent follow him upstairs to see the Eye.

Sindawe orders his pirates, "Watch these villagers. Keep them from opening the door until we're ready to open it. And overkill anyone who acts twitchy." Slasher Jim holds a knife out toward the villagers, pointing to each, looking for the one who's going to get lippy.

The "villagers" outside arrive at the door and begin banging on it. "Let us in!" We go out into the rain-washed top of the lighthouse and peer down at the group. Serpent casts a light spell on a coin and tosses it down. The "villagers" look like ordinary inbred fisherfolk. Sindawe yells down a threat to behave, then orders the door opened. Jervus says, "Yes, let us be hospital." (Yes, that is his shtick.)

The villagers are largely alike (pale, wet, white). One is a petite, plain looking woman wearing acolyte's robes. Jervus introduces us to Nicoleius Gavendi the village constable. Spee is not amongst the villagers.

Nicoleius demands to know who the pirates are. Serpent says, "We're here to see Jaren. Do you know him? How is he?"

Nicoleius replies, "Yep." He says, "Let's get my people settled in on the second floor, then we'll talk."

Serpent asks, "Who was on the boats?" Nicoleius points at the bedraggled new arrivals and replies, "The wetter ones." (Though for a long while the PCs all

heard and understood “THE WET ONES,” a new and twisted monster on par with Call of Cthulhu.)

Sindawe grabs the last villager thru the door, “Is there anyone else out there?” The villager flinches away. The constable says, “This is it.”

There are only 40 villagers. Everyone seems wet and sickly, with lots of coughing and pale skin.

Blackcove’s Troubles

The constable answers the pirates’ demands to know what is going on. “The attacks started two months ago. One of our folk, Gurloch, investigated the ruins on a nearby island. We think he woke up something there and he hasn’t come back since. We’re going to continue holing up here and ride out the attacks. We were 200 at the start. Now there’s about 40 of us.”

“Why haven’t you fled? Or asked for help from the government?”

“This is our home and we don’t run away.”

“Where’s Jaren?”

“He isn’t here.”

“Where’s his wife?”

“Oh, they swam out to the Wedding Rock. They never came back.”

The acolyte explains, “Newlyweds swim out there to spend their honeymoon.”

“Who’s your god?” asks Wogan.

The acolyte pulls out a tarnished symbol of Asmodeus. “Asmodeus of course all good Chelaxians worship our dark master isn’t that right?” Wogan rolls his eyes.

“We counseled Jaren and his wife not to go out to the rock. They were wed two weeks ago.”

At this point Sindawe is convinced of several things: the villagers are idiots, at least one of their leaders is keeping them around for the nightly culling, someone is lying or holding information back, and that he and his crew have walked into a huge trap for no better reason than the locals can't be bothered to turn the lighthouse off or otherwise warn people away... Maybe the red light is a warning. Damn. Spooky fishing villages suck more than serial killer laden basements.

A woman screams out, "Water!" Indeed, sea water is squirting thru the door and rising steadily. Sindawe looks out a window to see that the tide has risen enough to put most of the village underwater. Spee, in the distance, is clinging to the ship's boat.

The water continues rising. Villagers start panicking. The light house is rocked by a horrible impact and many people fall to the floor. Serpent sees in the distance a giant tentacle grab Spee and drag him under. And then three tentacles invade the light house thru windows and the stairwell. They grab a villager, miss Wogan, and grab Serpent. Six inch long cat claw looking hooks dig into his skin. (Hey! We found one of those earlier!)

Wogan shoots at the tentacle clinging to Serpent. The villagers have become a "crowd" (an actual thing from the Pathfinder rulebook). They make themselves abundantly unhelpful by panicking, providing cover for anything being attacked. They "accidentally" trip everyone nearby, causing Wogan to fall to the floor and spoiling his shot. Serpent is grappled (5pts) and is unable to counter attack with his staff. He pulls his silver scimitar (his only "one-handed" weapon) and slashes the tentacle producing smoking wounds. Unfortunately, no one notices the impact that the silver has on the tentacle.

Slasher Jim attacks a tentacle and misses. Del and Gareb beat at villagers to get them out of the way and calmed down. The grappled villager is pulled out the window. Another tentacle replaces it and between it and another tentacle tears a villager in two. Gareb successfully slashes a tentacle. Sindawe, utterly disgusted by the villagers and their lying scubbag leaders, grabs a villager and throws him into a tentacle, which helpfully drags him out the window. Wogan threatens villagers near him; they back off.

At this point the pattern becomes clear. There are always three tentacles active at a time. When a tentacle succeeds in grappling prey, it withdraws with its victim so that another tentacle can replace it.

Serpent slashes a tentacle with his silver scimitar. The tentacle smokes and drops the villager it was encircling. Sindawe, still surrounded by panicking villagers, throws another villager into the tentacles. As before, the tentacles that retreat with villagers are replaced with fresh tentacles. "Maybe I can hit its preset kill limit!" he shouts.

Serpent cuts a tentacle in two with his silver scimitar and it smokes when it's hit. Sindawe orders his crew to "kill tentacles". Sindawe pummels a tentacle to death and he's hit but not grappled by a second one. Wogan shoots and misses. Sindawe tries to intimidate the villagers into behaving, but they continue mobbing. Serpent kills another tentacle. The pirate crew (Gareb, Slasher, and Del) kills another. Another tentacle is wounded.

Wogan is knocked to the ground by the mob. Saluthra bites a tentacle apart. Serpent misses with his silver scimitar. He notes that Saluthra's attack produced no "smoke"... He screams, "Silver hurts them!"

Sindawe pulls out his silvered siangham and rains poorly aimed blows on a tentacle, delivering 2pts of damage. The tentacle smokes and releases its villager. Another villager is extracted. Sindawe misses several attacks. Wogan, having reloaded, crits with a silver bullet for 16pts of damage, killing another tentacle. Moments later he casts *call lightning*. Several more tentacles are "killed" by minor hits with silver (after lots of mundane weapon hits).

Then the tentacles withdraw. Wogan looks out the window to see many, many tentacles reaching out of the water indicating a very large creature. Wogan calls lightning down upon the tentacles until the spell expires.

8 villagers have been killed (or at least snatched out windows). 4 were saved. There are 32 villagers left. The acolyte (Lira Seravin) says, "The sea takes its due." Sindawe grabs the front of her robe and alternates slaps with questions. The villagers answer the questions, but largely reveal no new information, appearing to be dumbfounded by the brutal tentacle attack and the pirate's lack of appreciation for their fine coastal town.

New pieces of information:

- Gerloch's house had the half man/half-fish critter in it. He's an alchemist who kept to himself.
- Jaren lived wherever he could until he married.
- Wedding Rock and Monster Island are the same place. Wedding Rock on the south end. The proper name is Nal-Kashel.
- The light house keeper, Jervus, has found a villager, Estein, willing to escort us to the island. Estein hopes to find his family there and rescue them. Or bury them.

- Until now the attacks were not so overt. The storm would roll in, there would be some flooding, and the occupants of a house would disappear.
- Sindawe asks, "Why didn't anyone come out to greet us when we arrived?" The constable explains, "Most of us were fishing." A woman says, "We thought you were marauders."

The slap/question session is brought to a close when the constable threatens Sindawe. Sindawe decides killings too good for these bastards; he's going to leave them for tomorrow night's culling.

By morning the storm has abated, but the sky is red. Sindawe climbs the steps to the top of the light house and scans the horizon for his ship. He does not see it upon the gray expanse.

They then proceed to Gerloch's house for something approaching a clue. The house is still standing despite having been flooded overnight. They find the bell jar, still sealed. The pirate crewmen are assigned to haul it outside while the officers continue searching for clues. They find a wax sealed scroll case bearing two comprehend *languages* spells. Wogan claims these. They also find paperwork and books that have been thoroughly destroyed by sea water.

Wogan opens the jar. He and Sindawe pull the body out of the seawater filled jar. Its eyes open and it gives a gasp. They drag it over to the ocean and submerge it, but it does not revive. The officers examine the body. Serpent thinks it is not a well-known race, though it might be a base stock of man-fish with a mutation on top of that. Wogan asks, "Really?" They return the body to the bell jar and roll the jar back into the alchemist's building.

They head to the temple, but are side-tracked by the ruins of their ship's boat. They find Spee's peg leg. The pirates hold a service for Spee. "He was a good sailor and an excellent climber despite having lost his foot to a bunyip. We are sorry he died in this crappy coastal fishing village, but at least the sea killed him."

They again head for the temple. But Sindawe spots a villager at the end of the rotted dock... then the villager is gone. They move to investigate but the rotted dock unnerves them. Sindawe moves out onto it. By moving slowly (5' a round) he avoids plunging thru. He finds the remains of a raw fish at the end of the dock. Over the edge he spots a chest. He retrieves the chest from 15' of water. Eventually the pirates open the locked chest to reveal four brandy bottles from 4640, making them 80 years old. They appear to be perfectly preserved and the box's interior may have only been underwater for a day. Wogan immediately opens a bottle and drinks deeply; it is excellent.

They head up to the Temple. It has strange murals of sea life and statues that might be Asmodeus. Everything is coated in nets, sea weed, and fish bones. The acolyte, Lira, tries to prevent them from entering. Sindawe moves past Lira. Wogan tries to engage her in conversation while Sindawe starts searching the place. Lira casts *entangle* and the seaweed grabs the officers, who agree to leave the temple in peace.

THE CLIFFHANGER GET IT?

They head up to the coast road and scan the horizon from the sea cliff, but do not spot the *Teeth of Araska*. They return to the beach for a boat. Estein is next to a boat in good condition. "Do you want to head out to the island now?" "No, we want to leave." Captain Sindawe is trying to decide what to do next: grab a boat and go look for their ship, kill villagers until someone spills the truth, rob everyone, camp out

on the coastal road until the tentacles wipe out the fisher folk, or head north to link up with the Away Team.