

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 07/15/2012

### TODAY'S EPISODE: TORCHES IN THE NIGHT

The pirate vessel *Teeth of Araska* sails the Azlant Islands in search the *Black Bunyip*, her captain (Morgan Baumann), and the Andoran Sun Temple Colony. At the end of the last game our heroes have made "friends" with the colonists and have opened relations with the colonists of the Sun Temple... after having killed the first six they met during an ambush on a lonely avenue amidst the Azlanti ruins. The 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).
- ⤴ Xiola Chelman, Sun Temple colonist and leader of the "fertile families" (NPC)
- ⤴ Narbus Smeet, aka Lefty, one-handed teenage son of an outcast colony (NPC)

### *SUN DEMON TEMPLE, BUT THEY DON'T CALL IT THAT*

The crew talks with Xiola Chelman, one of the Sun Temple Colonists, as she leads them and Lefty (the son of a woman from the rival colony) to their village. "Death ray? Oh, you mean our Celestial Lens. All of the original colonists came here three hundred years ago from Andoran. They had trouble with monsters and other inhabitants of Azlant, especially the Mordant Spire Elves; we were being wiped out by them. Then some of the survivors prayed at the Sun Temple and we were delivered from our enemies by the Sun God and the Celestial Lens. The high priest can control it."

Sindawe notes that they certainly lack some basic staples, and asks if they would be open to trading for these necessities from the mainland. "Trade? Yes, that sounds great. But it would

have to be cleared through the high priest.” They walk into a large village, reasonably civilized looking, built along Andoren lines.

“What’s the deal with those other colonists to the west?”

“Oh, they are schismatics - they rejected the worship of the Sun God and went off on their own. They raid us for what we have worked hard for. And we still have monsters, largely of the variety that seem to be byproducts of or attracted to the heat of the Temple.”

Wogan notices that a lane of blackened cobblestones leads up to a blackened altar stone in the middle of town. “There’s your baby burner,” he whispers to Serpent.

The locals give the pirates the cautious looks. They are dressed in a “Robinson Crusoe” style. A minority have white robes.

When asked what they want to see first, Wogan urges that we stop for a drink. They stop at an outdoor cafe where a fearful proprietor serves them fruit drinks.

A trio of white robes walk-up and demand, “Who are your friends, Xiola?”

“They are from the mainland and here to discuss trade.”

“We’re going to tell Olibrax (Olibrax Mulenaar is the mayor).”

“Yes, do that. He does your thinking for you anyway.”

The crew all nod their respects at this ‘zinger.’

Xiola and the crew discuss the Watchers. She calls them Will-o-wisps; the locals have no contact with them except when they try to lead someone over a cliff or the similar. The crew decides not to immediately blurt out that they can talk to them and that they are ancient beings with knowledge dating back to Azlant.

They discuss the Azlanti haunts that lurk in the ruined city. Xiola says that the Sun God’s power and some of Azlanti artifacts make it easier for the colonists to destroy them. They

have one thing she calls the “Ghost Gun” but that annoys the priests. She goes on about dimensional overlap and ethereal effects to the uncomprehending pirates.

It turns out Xiola is not one of the “chosen ones,” despite being a true believer. It is a “gift” they only give to those the high priest desires. She hints that some of them abuse the power by playing favorites.

### *The White Robes Return*

The white robes return with reinforcements and an older, balding man in the lead. He wears the sun and gear symbol. And, strangely, he resembles the hermit the pirates met on the southern island enough to be a close relation. He ignores the PCs and addresses Xiola.

“You know we don’t allow outsiders here!”

“But they’re not elves or other undesirables.”

“Yes, we’re honest traders!” ventures Sindawe. All three pirates grin in what they hope is a traderly way. The old man is clearly unconvinced.

Wogan asks, “Will our ship be burned if we sail away?”

The old man replies, “The believers and those without sin have nothing to fear. If you behave the night I will put in a good word with the priest.”

Sindawe asks him, “Are there any common rules that we should know about? Or things that we shouldn’t do?”

Serpent adds, “Are there any specific places we shouldn’t pee?” Everyone looks at Serpent with concern.

Wogan helpfully interjects, “Perhaps a complete list is unreasonable.”

## *The Tour*

Xiola shows them the rest of the village. They have a school house. It seems like a normal village except for the lack of many trades and crafts, due to lack of materials. It holds about 400 souls.

The white robes have small mutations, extra digits, vestigial limbs, etc... By comparison the regular folks just have a "we're from a very small gene pool" look.

When asked about this Xiola explains, "When the god burns away your wickedness he leaves behind a physical mark." The visitors continue to quiz her about the town. Apparently there are many fire elementals, so water spells and building with stone is important. Many buildings are paneled with wood but foundations and first floors tend to be brick or stone.

"You are welcome to come with us when we leave," forwards Sindawe.

"They wouldn't let any of us go; we're too important to the colony," she says. "We don't have an inn, so you will stay with me." Her house is large family dwelling but she is the only resident. She cooks fish tacos. Wogan shares his rum. Sindawe makes coffee.

The headman has outlawed alcohol. She takes a large sip. As the rum flows, she becomes more free with her thoughts on the situation.

There is a fair amount of resentment against Olibrax and others, because he withholds the god's blessing in order to maintain breeding stock. The breeders are treated as second class citizens; they're not allowed to attend services and they're ordered to breed and build. Xiola is from one of these "fertile families." They are all given these large houses to get a husband and fill them with babies but she hasn't done so yet.

## *Rum Fueled Plans*

Xiola succumbs to the rum. The pirates put her to bed, then prepare to sneak over to the Sun Temple.

And they discover that the door won't open. Nor the window. Sindawe sees torch wielding figures outside. He smells kerosene.

Sindawe issues orders. "Lucky, go look for a secret door out. I figure you folks put them in as a common feature."

Wogan whispers, "Lefty."

Sindawe repeats, "Lefty, go do that thing I just asked Lucky to do. Wogan, try to wake up our hostess. Serpent and I will open one of these doors or windows."

The pair realizes that the door and windows are nailed shut. They beat the door open.

Wogan wakens Xiola to the state of mumbling "Lemme alone or I'm gonna kill ya," then she sighs as she falls back to sleep. He calls out, "Lefty, get in here. I need you carry Xiola when we break out. Lefty! Lefty?" He quickly locates Lefty at the house's coal chute.

Lefty turns. He is holding a blob of glowing goo between his hands. His face is alight with joy.

Wogan calls out, "Lefty's infected!", while pulling a pistol. He shoots the protoplasm as he backs out of the room.

Right about then, the kerosene is lit and a *Silence* spell descends upon the house's interior. A hot soot arises in the house and becomes a cloud - a miasma. Its presence hurts good creatures, so the pirates are unharmed. Then the GM realizes that neutral creatures are also harmed, so two of the three pirates are harmed slightly.

Serpent rushes outside, through the smoke and right into a white robe. He beats the man to death with his trusty staff.

Wogan watches Sindawe run to Xiola's room. He decides to head outside. He too makes it out of the smoke to find white-robed cultists milling about, casting spells and otherwise behaving in an evil manner.

In the bedroom, Sindawe picks up the stumbling Xiola, explaining despite the Silence, "Sometimes when you drink too much you wake up in a burning building!" He encounters Lefty and his new glowing protoplasm muffs in the hallway. The protoplasm shoots a Searing Light at Sindawe; it fumbles its shot and drops from Lefty's grasp. Sindawe grabs the stunned Lefty by the ear and runs all three of them out the burning front door and thru the miasma.

The white robes leverage their miasma spell further by shocking Serpent (6pts) again. Several more white robes run at Serpent and hosing him down with Burning Hands. They hit each other without ill effect. Serpent bobs and weaves, avoiding the worst of the flames. He bashes the closest to death and runs, emerging out of the miasma on the far side of the house.

Wogan spots Olibrax atop the village's altar busily casting a spell. Then multiple white robes hit him with *Fear* spells, not realizing that Wogan's advanced levels make him immune to such things. He laughs at them before firing his musket at the distant Olibrax; he is disappointed when his bullet drops quietly at the man's feet.

And things get worse. Olibrax completes his spell summoning a Fire Salamander, which stabs Wogan (16pts) with a spear glowing red with heat. A pair of white robes rush up and touch Serpent with *Fatigue* spells; he shakes off the effects. More white robes attack Wogan and Sindawe.

Sindawe drops his burdens and attacks the Fire Salamander (14pts), burning his hand in the process. The Fire Salamander critically hits Sindawe (33pts) with its flaming spear!

White robes attack with torches. One uses *Obscuring Mist*. Serpent pimp slaps a nearby white robe then crushes his throat. Sindawe and Wogan attempt to use the mist to regroup, but the Salamander and white robes keep at them. Serpent attacks the salamander from behind. Sindawe

attacks with it a silver siangham backed with Flurry of Blows; he hits every time but does no damage. The village alarm continues.

Serpent starts the retreat by grabbing up Xiola and running west. Sindawe does the same with Lefty despite the eerie glow emanating from his chest. Wogan follows. The salamander gives chase. They are happy to find that their slowest member is faster than the salamander.

### *The Trip Back*

They question Lefty quite a bit on long walk back. He is nervous and evasive.

Xiola wakes up enough to walk. "Oh, my head! And why is my tongue furry?"

A Watcher appears. "You wanted to go to the Graveyard of the Masters?"

"Let's go!"

Xiola is asked about Narbus Smeet, aka Lefty. "Him? Oh yeah, we caught him. He was taken to the Sun Temple for indoctrination." Lefty runs for it, but is dropped by a bullet from Wogan's pistol. He squeals like a pig as they bind him. They follow the Watcher into a building that lies somewhere between the colonist and the cultist compounds. They enter through an illusionary wall.

They pass five cracked marble pillars to find five pools of quicksilver. "Ok, great, how do we talk to them?"

"Put your hand in the pool and ask for the Master."

"What is the Master's name?"

"That is not permitted."

They camp out for the night. Sindawe talks with a Watcher during his watch, and it reveals such interesting tidbits as:

"We eat the soul. We have had no action for a long time."

“Three hundred years ago the meat-sacks re-awakened an entity. It had laid dormant for a millennium. It is of the sun. “

How about weapons to defeat it? Is it linked to the Lens?

“We cannot tell you about the weapon. But I can tell you about the Lens for some ‘action’.”

Sindawe, willing to give the Watcher some “action,” follows it into the night. It leads Sindawe to the coastal cliff where he spies a chuul at some distance.

“You wouldn’t be trying to get me killed, are you, Watcher?” He decides bedtime is a better bet.

### *The White Robes Return*

Wogan is able to read the glyphs on three of the five pools of quicksilver in the Azlanti – graveyard?

The first is Aosereal - Master of Lens and Optics. Sindawe puts his hand in the pool and says, “Aosereal!” Sindawe feels a little life-force leave him. A T-1000 Silver-Alloy forms out of the quicksilver and lectures in Azlanti on the sciences and the Celestial Lens. Its construction, its purpose in focusing light upon the Celestial Dome, and the magic orrery named the “Flame of Guidance” which is used to guide the lens. The orrery works like an ioun stone. It is an artifact that can only be destroyed by being in the blast zone of the Celestial Lens.

They repeat the process with the Master of Glyphs and Wards. He doesn’t have a high opinion of the Azlanti priest, because they have harvested a protoplasm sun-god. It is big mojo and dangerous but the priest says they can contain and harness it. One of the other researchers is assembling a location (underground) and team (cult of Zura) to study the problem. Wogan recalls



that Zura is an Azlanti queen who became the first vampire, demon, or demon-vampire, or something.

### *Cliff Hanger*

After the lecture, Sindawe spots a pattern of stones that is a Mwangi trail marker. He believes it was undoubtedly left by his father. It marks the location between a pool and the wall. Sindawe investigates the wall and it seems strange to him. The pirates resist the magics of the wall against their mind and push through the illusion.

They enter a 40' wide room where statuary of pair of elephants support a throne seating a radiant sun god. Sindawe climbs for a closer look, then helps Wogan up. The statue's cheeks are worn smooth.

Sindawe determines that a secret passage exists between the elephants but cannot locate the controls. Wogan opens the secret passage with the Chime of Opening. The group moves quickly through.

On the other side of door is a parallel statue. Of sorts... the elephants are giant beetles. And on the throne, a gothically beautiful woman with bat wings sits above the sun god, one taloned foot on his face and the other on his thigh.

More next time!