

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 09/09/2012

TODAY'S EPISODE: DREAMS OF CONQUEST

Our heroes are on a tropical Azlanti island upon which dwells the Andoran Sun Temple Colony. They are there to hunt down Captain Baumann and capture her ship the *Black Bunyip*. But before they can do that they must defeat an ancient Azlanti Flying Death-Ray Lens (AFDRL) that threatens the island's shipping and denizens. To that end they are exploring the Azlanti ruins for clues. Instead of clues they found various factions at war for their respective deities Nuurugal (sun, sun temple, flying death rays), Abadar (civilization) and Zura (vampires, sex, blood). A deal was struck with the vampire leader of the Zura faction, Saeng Ki - remove the AFDRL from the equation in return for a Azlanti key that will open any Azlanti lock, ward, or guard.

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).
- ♣ Hatshepsut, monk and high priestess of a lost civilization who doesn't savvy much Common and her cobra Naja.
- ♣ Samaritha, the wand-blastin' serpentfolk wizard in the guise of a pretty half-elf, and now Serpent's wife!
- ♣ Bosun Tommy Blacktoes, the staff-slingin' sneaky halfling rogue (was Kevin, now an NPC).
- ♣ Lavender Lil, a buxom tiefling ex-prostitute, and Tommy's girlfriend.
- ♣ With them are the pirates of the *Teeth of Araska*, some 20+ souls consisting of:
 - ♣ Survivors from the ship's previous pirate crew
 - ♣ Ex-slaves escaped from their Chelish owner (Martino Marcellano) and recruited from their castaway island home
 - ♣ Various other recruits, some willing, some not.
 - ♣ Daphne, a female sorcerer kidnapped from the coastal town Hollobrae and dominated by Samaritha into compliance and friendly spell casting.
 - ♣ JJ, an aquatic homunculus, whose master may be dead.

♣ Current temporary allies:

- ♣ Xiola Chelman, a sorceress belonging to the Andoran colony's Sun Temple faction. She's asked her priest too many questions and is now on the run from his White Robes.
- ♣ Narbus Smeet, aka Lefty, son of Elder Adara Smeet, member of the Andoran colony's purist faction, and formerly fire blob inhabited turncoat/spy for the Sun Temple faction.

RETHINKING LIFE CHOICES

Lefty, Serpent, Sindawe, Wogan, and Xiola stand amidst the rubble of a freshly fallen Azlanti building. Under the rubble are the remains of five mutated gibbering mouters; each is bipedal with a touch that sets things on fire. The pirates would have been overrun in their own camp if Wogan had not spotted a weak point in the wall above and behind the attackers. He shot that point with his largest caliber gun, dropping tons of rubble onto the creatures. While licking their wounds Xiola, a local, explains that many such fire-touched creatures are about. Everyone agrees this is an awful place to live. And no one thinks to ask how a group of singing, hooting, gibbering creatures snuck up on anybody.

Just before the attack the pirates managed to expel the Nuu'rugal plasma creature possessing Lefty. This was followed by a brief fight to kill that creature while it tried to possess someone else.

Summary of relevant factions and recent events:

- ♣ Lefty, sans plasma possession, is able to confirm that a ship showed up about a week ago and was chased by the lens but not destroyed.
- ♣ The "Rebel" (Abadarian) settlement numbers 200. They reside on pillars abutting the first island.

- ⤴ The main colony numbers 400 and resides on the second island. 150 are "touched by the gods" (infested with fire-blobs) of which 30 are priests. The rest are breeders, better known as 'first family' members. Their on-site leader is Olibrax Muulenaar.
- ⤴ The third island is home to 'fiery monsters of great power', a few Nuu'rugal priests (12), the high priest (Iocibus Kutzweil), the sun temple, and the lens controls. And a demi-god.
- ⤴ Below ground in the Azlanti labs known as Rana Mor dwells the vampire stripper priestess Saeng Ki and the remains of an undead army.
- ⤴ Elf patrols occasionally show up and raid. And get burnt by the lens.
- ⤴ On the first island lives a crazy hermit that's probably Olibrax' brother and his Azlanti robot.
- ⤴ Monsters!
- ⤴ Watchers are the pre-fall Azlanti servants. They are sentient balls of light. They talk; they eat life-force. They know stuff.
- ⤴ Captain Morgan Bauman and the *Black Bunyip*, which are probably parked to the far north at what may or may not be another inlet to this "lagoon".

Return to Rebel Colony

The group decides to return to the rebel colony. The pirate officers are not looking forward to the shenanigans their crew has been up to in their absence. They are relieved to find their ship still afloat and crew still present. The crew's adventures are:

- ⤴ Mano was devoured by giant beetles during a 'scavenging' expedition to the first island.
- ⤴ Stoke, Dum-dum, and Pyro, also on a 'scavenging' expedition, saved some locals from burning skeletons. As result of that and other interactions, Stoke got married to one of the rebel colony members, Tegen, while Dum-dum and Pyro were awarded an Azlanti powered trident and an electric net. All three have been practicing with their new toys.

- ♠ Tommy has fallen ill, which is sad and has also allowed crew discipline to become lax.
- ♠ Big Mike has found a rebel colony member, Claxton, who wants to join the crew.

However, the rebels are few and don't allow their members to just wander off, so Claxton and the pirates will have to be secretive about the whole thing.

Wogan and Serpent examine Tommy and determine he has Sleeping Sickness, an insect-borne disease. Serpent uses Lesser Restoration to put Tommy back on his feet. Wogan will try Remove Disease tomorrow. Then Tommy asks the priest, "Is this disease transmittable?"

Wogan replies, "Keep it in your pants until tomorrow."

"But it *has* been in my pants! For like a week!"

Lavender Lil, Tommy, Hatshepsut, and Samaritha are filled in on the pirate officers' adventures. And the hard intel.

SERPENT TAKES A TRIP

The ship's mentally dominated sorceress, Daphne, casts *Invisibility* and *Fly* on Serpent in the early morning, giving him 3.5 minutes of travel time in both directions. He flies north, avoiding the islands, to find the *Black Bunyip*. He also carries the captain's spyglass.

Serpent finds he can get just abreast of the third island before he hits the half time. He opts to fly higher to use the spyglass.

The Parched Lands on island #3: There are priests restoring the Azlanti observatories; they have much work to do because for every scaffolding there are two burnt scaffolds. Between two buildings he spots a floating/flying, emaciated female figure. She is clearly alien. Other features: the main temple, some satellite structures, and lots of burnt landscape. On the far side of the island is a dock with metal boats.

He scans another area but sees nothing out of the ordinary. In the next area he sees a metal boat pulled up onto the 'mainland'. Further out from boat he spots several priests with packs heading into the interior. He is also able to ascertain their route up the cliff.

Serpent reports back, "The ship isn't there." Serpent and Sindawe work on a map to fill in some of the grey areas, because Wogan figures he can use the Ship Finding spell to narrow down the *Black Bunyip's* location.

TALKING TO LEFTY'S MOTHER

Sindawe accompanies Lefty to see his mother, Elder Adara Smeet, an older attractive woman and the rebel's chief sorceress. Lefty has to explain why he disappeared for a full week when he was only allowed to venture a few hundred yards into the nearby jungle. Adara is angry and disappointed; Lefty wails an explanation that doesn't explain anything declaring, "You never listen to me! You don't understand my problems!" Lefty stomps out of the room.

Sindawe and Adara talk... after she uses *Burning Hands* to ensure that Sindawe does burn and therefore is not infected by the Sun Temple cultists. Sindawe explains how a series of monsters and Azlanti hauntings drove the group further and further afield. And that several opportunities presented themselves to gain information on the cultists. No mention is made of Lefty's protoplasm possession. Surprisingly, Adara seems to believe Sindawe's explanation and understand that 'no one is at fault and no one got hurt'. Lefty begins playing his bongo drums in another room; he plays loudly and poorly.

Sindawe also finds out that JJ's (the seamunculus the ship picked up right outside the islands) wizard was from the rebel colony. He and others crewed the latest venture to contact the Andoran homeland. The wizard was a pervert so he is not hugely missed. Sindawe is suspicious

that the wizard has been forcibly recruited by Captain Baumann and left JJ behind to spy on the pirates. Adara is unable to decide if the wizard would betray his mission in such a manner.

THE OPPORTUNITY, THE DEAL

The pirate officers have decided that they will never be able to seize the *Flame of Guidance*, which controls the Azlanti Flying Lens, because it resides in the hands of the high priest who never leaves the third island. And that island is lousy with evil outsiders from the Elemental Plane of Fire. The terrain is blasted and burnt. And elite Touched cultists assist the high priest. By comparison, relatively common fire monster encounters on the second island have left the pirates with a strong respect for the dangers of this island chain.

Thus, the pirate officers are hatching desperate escape plans and considering setting up shop on the island permanently. It is about this time that Xiola tells them certain days are holy and the high priest must go below and commune with the Sun God. On those days, the *Flame of Guidance* is passed to Olibrax Muulenaar, because the Flame cannot control the lens when it is below ground. Muulenaar remains in the colony on those occasions. And the high priest, his assistants, and various minion monsters remain on the third island... apparently, the third island is close enough to Nuurugal the sun god to allow fiery outsiders to cross over but not wander to far afield. The pirate officers ask a lot of questions; Xiola has some answers. Even with the *Flame of Guidance* on the second island, the pirates would still face Olibrax (a powerful cleric), thirty Touched cultists, the general cultist population (which may or may not fight or hinder), and the Azlanti Flying Lens. It is decided that the rebel faction will have to be recruited.

Kjel Vanderholt, an old man and the rebel's religious leader, is approached about the plan. He agrees that is worth considering, as Xiola promises they could live in peace if they had control over the Sun God colony.

The next day, the pirates and Xiola sit down to negotiate a deal with the rebels: Kjel Vanderholt, Hunt-Captain Theodan Rijne (the young man leading the guards), and Elder Adara Smeet. The negotiation is long and at times painful; the rebels don't trust the cultists and the cultists don't trust the rebels. Both sides consider the other side to be evil and unreasonable.

Eventually a deal is hammered out and no one is happy with the results:

- ♣ The rebels will supply aid and a little man-power for the effort to seize the *Flame of Guidance*.
- ♣ The Fertile Families will supply intel and zero man-power for that effort. Xiola will aid the effort.
- ♣ The pirates will supply the majority of the man-power to assault the colony.
- ♣ The Fertile Families are to be spared as much as possible in the fight; some might fight for the mayor. The cultist Touched will receive the 'free fire' treatment.
- ♣ The *Flame of Guidance* will be held by the Fertile Families. The lens will be used to destroy monsters and the Mordant Spire Elves.
- ♣ Everyone plays nicely with the leaders of both factions severely punishing those who break or abuse the peace.
- ♣ The pirates become the official traders for both factions; they will make one or more runs a year to bring in supplies not available on the island.
- ♣ Both factions will supply enough man-power to overcome any short falls in crew needed for the *Teeth of Araska* and the *Black Bunyip*. Roughly 60 sailors are required for both vessels; the pirates have about thirty crew now.

The Plan:

- ⤴ Refit a burnt elf skimmer for sailing.
- ⤴ Wait for the next religious holiday. Put pirates, Xiola, and some rebels into position to attack.
- ⤴ Lure the Lens away by sailing the refitted elf skimmer away from the island.
- ⤴ Attack!!!
- ⤴ Seize the Flame of Guidance and control the Lens!!!
- ⤴ Fire resistance spells are a must. Wet weather would be welcome to check the burning protoplasm's possessing the Touched; they come out when the Touched cultist is killed or knocked out.

CLIFF-HANGER

Will the plan work? Or will it succumb to the devolution of human memory and attention spans?