

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 07/27/2014

### TODAY'S EPISODE: JAILHOUSE ROCK

The pirate ship *Teeth of Araska* has just arrived at Deepmar Island where her crew hopes to make repairs and possibly recruit crew from the local penal colony. As hoped there is no Chelish naval presence. In fact, no one seems to be home; the prison appears to have been very recently abandoned, except for a single crazed female prisoner and a girallon. The pirates are pretty sure the girallon wasn't a prisoner or a guard.

Our heroes are:

- ♣ Captain Sindawe H'kilata Narr of the *Teeth of Araska*, the fist-punchin' Mwangi monk (Chris).
- ♣ Chief Gunner Wogan, the pistol-packin' celibate cleric of Gozreh (Patrick).
- ♣ Quartermaster Ref "Serpent" Jorensen, the staff-bashin' Ulfen druid/ranger and his snake Saluthra (Paul).
- ♣ Mitabu "Keel Breaker", a Mwangi rogue (Ed).
- ♣ Zoamai "Elf Burner", a black, half-elf sorceress who burned down the Elven embassy in Korvosa (Ashley).
- ♣ Samaritha, Serpent's wife and a serpentfolk wizard in the guise of a pretty half-elf.
- ♣ Ship's Surgeon Hatshepsut, monk and high priestess of a lost civilization and her cobra Naja.
- ♣ Bosun Tommy Blacktoes, the staff-slingin' sneaky halfling rogue.
- ♣ Lavender Lil, a buxom tiefling ex-prostitute, and Tommy's girlfriend.
- ♣ With them is a pirate crew of professional pirates, escaped slaves, and adventure seekers.

### *SINGLE WHITE FEMALE PRISONER TELLS ALL*

Sindawe, Wogan, Mitabu, Zoamai, Rucia, and Serpent make up the away team investigating the penal colony. They have found signs that the place was recently abandoned. They also found a

girallon besieging a single female prisoner in the place's kitchen. The monster has been slain and the woman has come out of her makeshift panic room to talk to the pirates.

She is an older woman, probably a prisoner as her appearance indicates "hard life, hard labor". She is dressed in a tattered shift. Her skin manages to be both pale and gray. The pirates ask questions, which the woman answers. She is uncertain how much time has passed since everyone went 'away'. Her short term memory is faulty too as she doesn't remember Rucia and Wogan after they return from investigating another section of the prison.

Wogan asks, "Where is everyone else?"

The woman replies, "They disappeared."

Wogan nods, waits. Waits some more. Then asks, "Like poof? Or they walked away."

The woman is surprised that 'disappeared' might have more than one definition, "Oh. Vaun and I were making dinner. There was a noise outside. Vaun went to check but didn't come back. Then that thing came after me."

Sindawe demands, "How long ago was that?"

The woman replies, "Uh... hours?" Then she asks, "Who are you?"

Sindawe answers, "Safety Inspectors. From the Chelish department of penal colonies and prisons."

Wogan examines her. She is pale, disheveled, and has a scar and puncture wound that might be several days old. Wogan decides that the puncture is an injection site. Then he finds several more punctures. All have a slight blue color.

Wogan takes Sindawe aside and tells him what he has found.

Wogan asks, "What is your name?"

The woman replies, "Delvina Rose."

The pirates ask Delvina to show them around, “Which shack is the commandant’s?”

### *THEY POKE ABOUT*

Delvina asks, “Where is everyone?”

Sindawe replies, “I don’t know. But that’s what we’re here to find out. Safety inspection.”

Delvina offers, “Vaun and the others might be in the staff quarters.”

The group investigate a middle-sized building on the fort’s east side. The building has a common room plus several side rooms separated by blankets.

Wogan examines a book shelf and picks out a large tome dedicated to the medicinal uses of plants. The cook’s room is clear. A small connecting room is the wash room; clothes hang there to dry. The other room belongs to Doc; there are planters and notes. None of the plants are blue, all are readily available in Chelax, and all have medicinal purposes.

Out back of the building is a short walk way to a smaller stone building that has work tables and forge. All of the tools are missing. The forge is cold. A small bedroom is clearly a man cave, complete with multiple sketches and paintings of scantily clad women... a very large number.

Delvina asks, “Is he not there either?”

### *CAPTAIN’S QUARTERS*

The pirates have to force the locked door to the captain’s house. They find military memorabilia, books on tactics and strategy, a couch and other furniture, and a subscription to *Chelaxian Military Quarterly*.

Samaritha lands outside and comes in. She reports, “No sign of anyone. There are plenty of apes in the forest. The path leading out from here forks and continues on for quite some time.”

Wogan asks, “No sign of the mines?”

Samaritha nods, “No sign. But this is a large island, I covered a relatively small part of it.”

She motions at Delvina, “What is her story?”

Wogan makes the universal ‘crazy’ sign, then asks, “Would you examine her?”

Samaritha does, but doesn’t find anything new. Delvina’s blue tinged punctures mean nothing to Samaritha.

The pirates go back to searching the captain’s quarters. Melella, the ship’s druid, and Tommy Blacktoes, the ship’s whip-wielding bosun, approach.

Melella says, “Captain, I arguably have information for you. I’ve been talking to the chickens. They keep saying that the day of deliverance has come. The blue men came and took away the oppressors. Power to the chickens.”

Sindawe nods, “OK. That might help. Return to the ship and tell them I want the docks, the path to the fort, and any other likely areas well-lit for tonight. Double guards. Blast first, ask questions later.”

Tommy asks, “Do you want us to blast that stone building that’s locked up tight?”

Sindawe replies, “In the morning. Maybe. We’re going to keep looking around.”

“Permission to eat the chickens, sir?”

Sindawe squints suspiciously at the rebel fowl. “Granted!”

Tommy points at Delvina, “What’s her story?”

Sindawe, “She was a prisoner, but can’t remember anything about the last few days. Or anything that happened in the last twenty minutes. Make sure the men don’t bother her. Of course, if they did, I guess she wouldn’t remember it...”

As they walk off, Melella asks Tommy, “Is it me, or was that answer sort of a mixed signal?”

Tommy shrugs. “Par for the course.”

Delvina is sent back to the kitchen to clean up. The pirates search and loot. They find a closet full of clothes, a half-finished letter to his daughter (no mention of troubles), and a hidden compartment beneath the bed. Inside are a bag of coins and a bag of war medals. They also search the curio cabinet – many the objects are interesting but lack any real value: a wooden prosthetic hand, a flask that has been dented but not punctured by a sling stone, a pile of epaulettes from various armies, and a tin soldier.

Treasure: four sets of minor noblemen’s clothes, a military uniform, bag of war medals (3), and coins.

### *SWEEP AND CLEAR*

They investigate the mining office next. Serpent has to bash the stout door down. Inside they find ledgers, ink, scales, maps of various mines (each named a layer of hell), and a large candlelabra lit with an *everburning torch*.

Wogan examines the maps and determines that the island is 25 by 20 miles. The mines anywhere from 7 to 15 miles distant from the prison. Samaritha and Serpent stay behind to read paperwork.

Next is the wagon yard and stables. A dozen beat up wagons and carts stand near the stables. Wogan finds some crystal residue in them. The pirates walk toward the stable entrance but stop as their cypher glyphs light up and pain shoots through them.

They recover after a moment. Wogan loads several guns with *orichalcum* bullets. Sindawe pulls his spear (+1 *silver ghost-touch transformative spear*) and transforms it into a temple sword. They enter the stable.

They find tons of hay and the horrible stink (DC 14 fortitude) of abundant rotting meat. Sindawe walks down an aisle of horse stalls. Inside the first few stalls are dead horses. Then he notices a transparent horse walk through a stall wall. The horse walks toward Wogan, who hits it with *searing light* as it charges.

The ghost gallops thru Wogan and out thru the stable wall behind him. It drains Wogan as it passes thru him (6pt Strength). Wogan shoots the creature with an *orichalcum* bullet.

Back at the mining office, Samaritha clutches her chest in sudden pain just as a shadow horse runs through the wall and into the office. Samaritha grabs the candleabra and runs outside with Serpent.

Wogan casts *light* from a scroll.

Sindawe and Samaritha both spot the shadow horse, which hides very well in the dark. They charge. The creature flees from certain death.

Sindawe returns to the stable to finish looking. He believes the horses laid down to die. There are signs that some of the horses tried to kick their way out.

A squad of pirates comes to investigate the gunfire. Disappointed that the trouble is over, the pirate squad spreads out to gather up chickens for supper. They are also looking for a frog, which the ship's cook swears will keep milk fresh.

Sindawe demands to know why they don't just keep the milk in the custom Azlanti-tech walk-in freezer they had put in the ship. All the crew look at him strangely and explain that chilling milk removes all the health and fortification from the stuff and plus if you drank it cold it would totally make you sick. They clearly wonder at the sanity and sanitation of a person who would drink a chilled beverage. Sindawe sighs.

### *THE WEST SIDE - GARDEN, CHICKEN COOP, ETC...*

The pirates investigate a small garden, which has fruit trees and vegetables. It is feed by rain water collected by nearby barrels.

They find bird feathers. And crossbow bolts buried in the sand. Wogan believes they were fired from one of the northern guard towers.

Sindawe finds a hastily filled in hole. They start digging for a while but don't hit bottom. Suspecting it would be a group project, it is left to the crew to investigate.

The chicken coop proves wholly uninteresting. A couple chickens still reside within, obviously collaborators.

They find Delvina still cleaning up in the kitchen. She doesn't recognize Sindawe or the others. And she seems unaware of anything that's happened in the last hour. Sindawe identifies his companions and their identities (Health Inspectors) anew to the woman.

Delvina hands Sindawe a box marked "sharpies" explaining, "Prisoners aren't allowed to keep sharp items after hours."

Again, Delvina has trouble remembering anyone or anything introduced in the last hour.

They investigate the prisoner barracks next. It is a long building with barred windows. Inside is a central corridor with locked cells to either side. A total of sixteen rooms, complete with small bed and a bucket. Many of the rooms have a small collection of personal items.

The next building over is another prisoner barracks. Again, no people, no signs of violence, etc...

They also investigate the guard barracks. A plaque hangs over the door depicting a helmet above crossed crossbow bolts. The individual cells contain beds and personal items. The bathroom door is locked from the inside. Wogan notices a key ring which he uses to unlock the weapons locker. It contains mundane weapons only.

Outside they find the latrines, a well, and the tool shed. The keys don't unlock the tool shed.

Wogan touches the tool shed. He is greeted by an alarm signal. He guiltily shuffles off.

Finally, they check the northern most towers. They find only a pair of masterwork crossbows and some bolts.

The away team returns to the ship with the records from the mining office. They read up on the mines and prisoners. One of the prisoners is the infamous pirate Clangdin (female half-orc). All the mines are named after the Nine Hells.

The evening goes without event. In the morning the orders are:

- Unload a cannon to blast open the sealed stone building.
- Beach the ship for repairs, which will take at least several days.
- Dig up the pit. This assignment is reserved for troublemakers. Tommy assigns several would-be rapists from the crew that have been bothering Delvina.

- The chief officers will stick around for a day, then depart to investigate the mines.
  - One mine was never started because of an girallon and his ape gang.
  - Another mine was plagued by insect swarms unearthed by mining.
  - They decide on Stygia first because it is closest. And it doesn't have an ape gang or vermin.

### *THE PATH OF GOLD*

The pirates head off the next morning, enjoying the fresh spring air. The party includes Sindawe, Wogan, Mitabu, Zoamai, and Serpent. The forest closes in around the trail the further they travel inland.

Several hours later they spot a gold-furred badger like animal with eight legs. Serpent identifies it as an *aurumvorax*, and probably quite valuable. Wogan shoots the creature from three hundred feet away. The creature snarls and rushes the pirates. The pirates fire missiles that do nothing to slow the creature.

A short time later the *aurumvorax* has Sindawe pinned, clawing and rending. Sindawe's comrades attack. They quickly find out that bludgeoning attacks don't hurt it as much. Sindawe is clawed and rent multiple times (40pts). He stabs back with a temple sword, while Serpent drops his staff in favor of a battle axe. Wogan waits for an opening then heals Sindawe (22pts). The creature continues to claw Sindawe until he finally struggles free.

The *aurumvorax* chases Sindawe, despite several broken legs and multiple wounds pumping black blood. A final axe blow from Serpent kills it.

Wogan heals Sindawe while Serpent skins the carcass. Several hours are spent watching Serpent clean the fur, which he describes as “valuable.”

### *DIG SITE STYGIA*

The pirates travel the whole 13 miles to Mine Site Stygia. They find a mine shaft 100’ deep. At the bottom, crystals glow gently. Wogan’s examination of the shaft is ended by a mass of arms that erupt from the mine entrance. They grab him.

Sindawe chops a hand with his temple sword (19pts). Some hands recoil. But others grab Sindawe and Serpent while Wogan is drug closer to the mine shaft’s maw. Wogan ends the threat with a *dispel magic*.

Serpent looks over the edge and call back, “There’s a clay statue down below. And it is spiral cut... we can walk down.”

The pirates walk down the mine shaft’s spiral cut ramp. They reach the bottom where the clay statue activates – it is a clay golem. It has blue stones for eyes, which glow bluer. It turns toward the pirates, then strides toward them. The pirates run! The golem does not pursue - golems are infamously lazy.

### *Epilogue*

The pirates decide to head out to the Caina mine.