

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 08/24/2014

### TODAY'S EPISODE: CHAIN GANG

The pirate ship *Teeth of Araska* is at Deepmar Island to make repairs and recruit crew from the local penal colony. As hoped there is no Chelaxian naval presence. In fact, no one seems to be home; the prison appears to have been very recently abandoned. The pirates have found only one befuddled female prisoner. The main crew is left at the penal colony to repair the ship and try to crack open a bank vault-like building. A small team of pirates have pushed inland to investigate the mine sites, hoping to find open veins of wealth and possibly what happened to the colony.

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 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.

### *DIG SITE STYGIA – IT IS SAFE..*

Sindawe, Wogan, Mitabu, Zoamai, Rucia, and Serpent make up the away team investigating the inland mines. They traveled for half a day to the mine named Stygia where they discovered a

clay golem at the dig site and a ghostly hands defending its entrance. But no people or evidence of their demise or fate.

After some confusion, the pirates to go to the Erebus mine site, because it is the next closest. Someone asks where the Avernus mine site is located, leading to a conversation about the merits of having a layer of hell that is ape themed.

Erebus proves to be an abandoned mine lying at the end of a trail that has become overgrown with lack of use. They find a mine that is boarded up; it enters the side of a large hill. Sindawe spies a small group of large monkeys in the tall trees surrounding the clearing around the mine. He points them out to the rest of the party, who point and comment.

The pirates discuss ways to monetize the apes, then decide it is too much work. They leave for Caina.

### *COUNTER-AMBUSH*

Mitabu offers to scout ahead using the stealthy skills he has mastered over the years. He is given a five minute head start. Several hours of trail travel prove uneventful until he arrives at a large fruit tree forest where the trail forks. He spots a small party of camouflaged humanoids with crossbows and poisoned bolts lying behind felled tree trunks watching the road. Mitabu fades back quietly without being spotted and returns to the away team. The pirates come up with a plan.

A short time later, Serpent, Saluthra, and Mitabu are sneaking up on the ambushers while the rest of the team walk down the trail several minutes later. They watch the ambushers shift to snipe at the trio on the trail; two have crossbows and the last has a blowgun.

Mitabu shoots one in the back (24pts) with a masterwork pistol. Then the ambushers leap up revealing blue skin, bulging white eyes, four fingered hands, and Don King hair... Derroes!!! All

three shoot Mitabu with bolts and a dart. Serpent rushes the trio and attacks the wounded derro (12pts). Saluthra follows suit. Zoamai blasts one with magic missiles (19pts). Wogan steadies his aim across a fallen tree and wounds a derro with a pistol shot.

The derro drop their missile weapons and draw short swords, then maneuver for flanking attacks. Mitabu is cut again. Sindawe closes the distance and stunning punches a derro. Zoamai kills another derro with magic missiles. Wogan advances while switching weapons, then shoots the stunned derro just as Mitabu stabs it.

The last derro runs for it! Serpent chases and smashes it with his staff. The derro stumbles a few more feet as it is blasted by magic missiles and several more gun shots, then it disappears into the forest. One derro is taken alive.

Loot: masterwork blowgun (2), masterwork short sword (2), masterwork repeating crossbow (3), and +1 studded armor (2). All small sized. There is also a container of poisoned darts (5).

The pirates question the derro before determining that there is no shared language. Wogan is forced to cast comprehend language. This doesn't net any extra information. Sindawe kills the prisoner.

The pirates make camp nearby in the last minutes of daylight. Mitabu sets some snares and noise makers.

### *DIG SITE CAINA*

The pirates make camp nearby in the last minutes of daylight. Mitabu sets some snares and noise makers. The night passes uneventfully except for strange noises in the distance that only Wogan hears.

The next morning a storm slowly rolls in from out of the south. The pirates continue on to the Caina mine site. The trail heads into the hills where there are larger trees, then a spur separates off to Caina.

The mine is a pit in the earth. The bottom of the pit is reached via a spiraling cart path. A shack sits near the cart path. Several carts stand near the shack.

The shack is the foreman's hut. Mining tools and manacles hang from the exterior. Inside is simple furniture, a cot, and a stone box. The box contains spoiled foodstuffs, which Wogan unspoils with a spell. The pirates poke around for a while. The barrels contain clean drinking water. Zoamai finds a derro dart. There are also spears and heavy crossbows.

The pirates wait out the storm in the foreman's shack. They use the opportunity to swap stories of their past. Horrifying, unrecorded stories.

### *INTO THE MINE*

They walk cart trail down into the pit, where the digging has revealed a column of crystal. Zoamai believes the crystal is used by Cheliox to enhance certain forms of magic. She also spots a tunnel near the column that is draining the rainwater from the pit. Someone made an effort to block and conceal the tunnel mouth. Sindawe and Serpent clear the blockage with a short break to allow Mitabu to disable a cave-in style trap.

Zoamai determines that the crystal blocks are worth 5400gp and weight roughly 500 pounds. Each is the size of a cinder block. (Loot: 500 lbs. of crystal blocks worth 5400 gp)

A dark tunnel is revealed; it has about 7' of clearance and 5-8' wide. The tunnel leads to a chasm of brightly colored crystals. Mitabu spots manmade hand holds for climbing down the chasm.

Serpent casts *spider climb* from a wand onto Wogan while Mitabu and Sindawe start climbing down. About 30' from the bottom a rocky outcropping reveals itself to be a monster with rocky skin dotted with crystals. It swings a rocky fist into Mitabu who swings clear. Sindawe drops onto the monster, punching with stunning fist. The rock troll is stunned; it and the monk fall 30' to the bottom. Sindawe slows his fall using slow fall. Then he beats on the troll some more (35pts).

Wogan peers over the edge and casts *searing light*, which narrowly misses cutting off Sindawe's arm. Zoamai follows suit by firing *scorching rays* at the rock troll, hitting twice (23pts). Mitabu climbs down quickly then sneak attacks the rock troll (24pts).

Then a small horde (ok, 4) of derro burst out of a side tunnel. Sindawe and Mitabu avoid a flurry of crossbow bolts, which is followed by thrown aklyses (hooked throwing club with a rope attached). Sindawe rushes the closest pair but is forced to dive for cover when Wogan casts a fireball at the four derro, who burn and die.

Mitabu turns to stab the regenerating rock troll, then yells, "I think we need sunlight to kill this thing." The pirates try to think of ways to bring sunlight into play, then remember that Serpent's staff leaks acid which does stop the regenerating.

Loot: 4 sets of repeating crossbows, aklys, and short sword.

## *THE DERRO TUNNELS*

The pirate venture into the tunnel that the derro attacked out of. They take several left turns and arrive at large cavern with glowing blue fungus and several exiting tunnels. And there is a pair of derro each riding a giant mutated centipede.

Wogan casts *repel vermin* just before the centipedes crash into the group. Both centipedes balk; they cannot cross the barrier. One of the derro yells a curse in Aklo.

Zoamai hits the attackers with a maximized *fireball* – one derro rider ducks behind his mount displaying his expert riding skill. The others burn (42pts). The rest of the pirates attack the centipedes with guns and reach weapons.

The centipedes rear up, where their bright patches of fungus flash brightly. Serpent, Wogan, and Mitabu are stunned for varying numbers of rounds by the flash. As is Saluthra the snake. The riders shoot blowgun darts at Mitabu and Wogan. Sindawe uses Snatch Arrow to save Wogan from poisoning.

Zoamai burns the attackers again with a maximized (from a rod) *fireball*. The derro riders throw themselves clear using evasion. One centipede dies. The other centipede is heavily wounded until Sindawe kills it with a thrust of his +1 shocking spear.

The derro riders charge Sindawe with one rolling into position to flank – one misses and one hits (3 bleed, 24pts). Zoamai blasts the wounded derro with a *magic missile* (17pts), allowing Sindawe to kill him with two blows. Wogan snaps out of lightshow stun and snap shots a pistol at the remaining derro. The derro withdraws and then runs for it.

Mitabu and Serpent also become unstunned. Mitabu chases. Serpent shoots his bow. Sindawe joins in and trips the derro. Wogan moves closer to shoot the derro (16pts). The derro stabs out but misses. Zoamai curses as a second magic missile spell splashes harmlessly off the derro (spell resistance). Sindawe ends the creature with a Tennessee Stomp.

Wogan heals Sindawe (the only heavily wounded pirate) while Serpent and Mitabu harvest the centipedes for poison. The pirates encourage Mitabu to taste the poison, having enjoyed his descriptions from earlier poisons.

Loot: centipede poison (3 doses, DC ?) and size small masterwork repeating crossbow (2), masterwork short sword (2), blowguns (2), two containers (9), and +1 studded leather (2). Mitabu claims the centipede poison, a blowgun, and poisoned darts.

### *FURTHER INTO THE DERRO TUNNELS*

The pirates pick the tunnel that the last derro ran for. They head that way and find another large cavern with multiple pits. A ladder lies nearby, along with poles tipped with cruel blades. Sindawe and Serpent spot something lurking on the ceiling, which drops to the ground and reveals itself to be a gug!

Mitabu screams out, "Gug!"

Serpent replies, "Fun for a girl and boy!"

Zoamai ignores them and shoots the gug with *scorching rays*. Wogan shoots the creature with a pistol. Sindawe closes with creature, gets clawed once (9pts), and then trips the gug into a pit (Ki Throw feat). Mitabu and Serpent rush to the pit (20' deep).

The gug climbs out (using its climb speed of 20') and knocks Mitabu into a nearby pit (15' deep for 21pts of bashing and falling damage). Mitabu looks around and is greeted by a shrieking man with blue fungus growing on his skin.

Zoamai casts *scorching ray* again on the gug (29pts). Wogan shoots the gug again (5pts). Sindawe uses flurry of blows (38pts, blinded and dazed for 1 round). Serpent joins in his club (27pts). The blind and dazed gug does nothing but take it. Another round of *magic missiles*, *scorching rays*, and monk bashing kills the creature.

Wogan heals the wounded pirates with a burst of positive energy.

### *Epilogue*

The prisoners in the pits begin hooting in anticipation, but don't communicate with words. One prisoner is given a ladder. He climbs out, where he is examined by Wogan who finds injection marks. And the prisoner is covered in blue fungus and suffering wisdom damage.

The prisoner is also dressed in the standard issue garb of the Deepmar penal colony.