

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 10/04/2014

TODAY'S EPISODE: REF ON DEEPMAR

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 main crew is busy repairing the ship and cracking a bank vault-like building at the penal colony. A smaller team of pirates pushed inland to investigate the mine sites, where they discovered that a small derro clan had captured and drugged the penal colonists. The pirates killed all the derro and minions they could lay hands on. What is next for our heroes?

- ♣ 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 who breaks Chelish ships (Ed).
- ♣ Zoamai "Elf Burner," a half-elf sorceress who burned down the Elven embassy in Korvosa (Ashley).
- ♣ Samaritha, a serpentfolk wizard in the guise of a pretty half-elf and Serpent's wife.
- ♣ 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.

COUNT THE LOOT

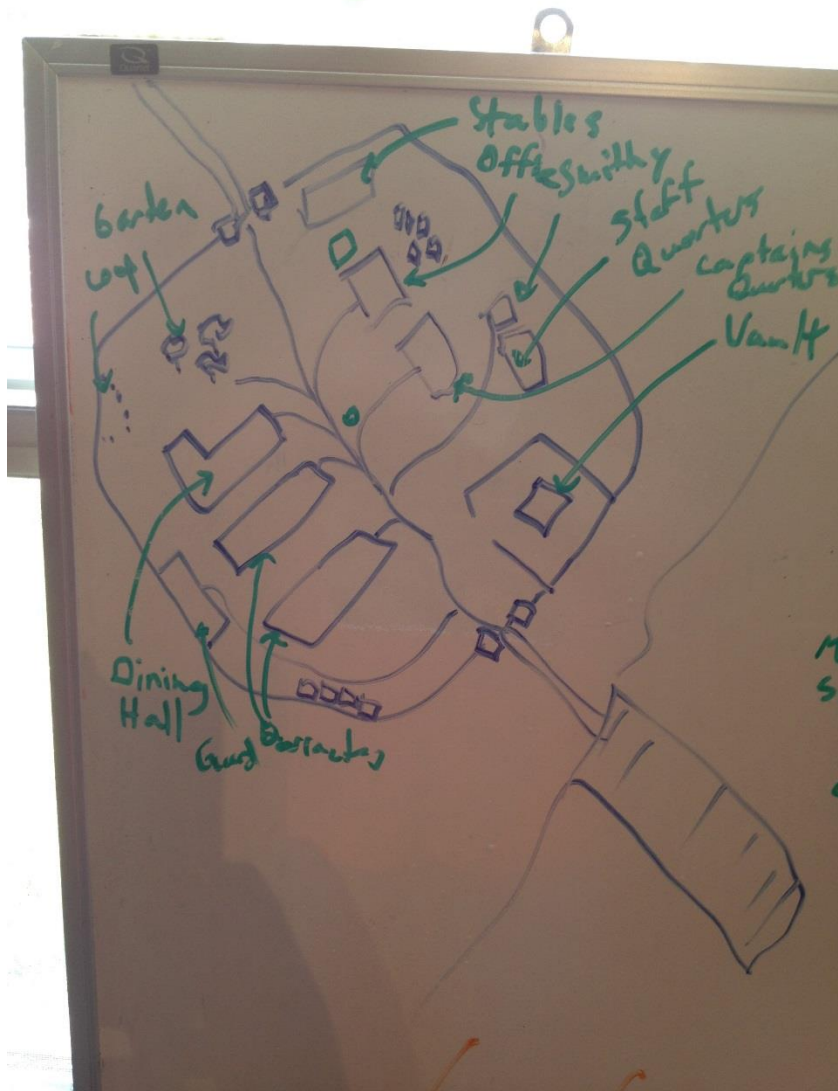
Sindawe, Wogan, Mitabu, Zoamai, Rucia, and Serpent have been investigating dig site Caina. Beneath the dig site is a complex of tunnels and caves that are home to a derro clan, their

minions, some penal colonists become slaves, and other dangers represented by the environment, vigorous flora, and cave dwelling monsters.

These pirates have killed all derro encountered, including a derro alchemist performing experiments on the penal colonists. Some of those experiments resulted in docile (though oddly behaved) slaves. Other experiments produced killer thralls of the “point and get out of their way” school. All of this experimenting and enslaving relies on the blue fungus that grows in a large cave within the derros’ stomping grounds.

The alchemist, his animated surgery table, and one of killer thralls lie dead and broken. The other killer thrall has been stabilized. Everyone eyes the broken surgery table uneasily; its straps, syringes, and scalpels made it a truly horrifying opponent. Mitabu passes up loot (see treasure list) from Gravik’s bed chamber, which was hidden beneath the lab. Rucia keeps watch on the only tunnel in as she is convinced these caves will be their end. Sindawe drags the corpses to the tunnel mouth, then throws ruined rugs over them.

BACK AT THE SHIP



The *Teeth of Araska* has been partially beached to allow Tanned Hank, the ship's carpenter, and other crew to make hull repairs. Lavender Lil, Tommy Black Toes, Little Mike, Mase Venjum, and Samaritha are 'supervising' and standing guard.

Little Mike suddenly finds he can't breathe; he chokes up sea water. No one notices his choking noises until he stumbles into Samaritha, who assumes the pirate is trying for a grope. She

knees the man in the groin before realizing he's choking. Little Mike collapses unconscious. Samaritha quickly kneels to render aid.

Mase, having watched the exchange, decides that something is wrong. He rings an alarm bell. A few seconds later he spots a manta ray shaped form in the water. He fires a preloaded murder gun at it.

Lavender Lil, who had been demonstrating the exotic art of *pole dancing* to Tommy, switches to a tango stance and dances her way aft while *inspiring courage* to the tune of *Kiss of Fire*. She too sees the submerged form and casts *sound burst* into the water.

The water froths. A drowned devil (sarglagon) surfaces, its snake-like torso hovers above the water. The devil spreads its meaty limbs; a wave of *beaviness* washes over the pirates.

Little Mike chokes up water and revives.

Samaritha looks up Little Mike and yells out, "That's a sarglagon. No poison or fire will touch it." She casts *lightning bolt* at it. The bolt fails to overcome the drowned devil's spell resistance.

Tommy runs up to the other preloaded murder gun, then succumbs to the creature's *drowning* attack. Little Mike staggers over to the gun and blasts the creature. A sad little hole opens in the devil's torso.

The drowning devil rises out of the water completely. It is flying! It shoots a blast of seawater at the pirates, who are knocked about but not washed overboard. Mase loads a light crossbow and fires... and misses.

Lil revives Tommy with a cure potion. Tommy gasps, "Sex... games... too... rough..." before recognizing his surroundings.

The drowning devil bashes Mase with a fist made of sea anemones, then handily avoids the pirate's slashing longsword. Samaritha's *slow* spell works on the devil.

Lil tries the *suggestion* "Run away. We are too powerful for you!" The devil laughs itself hoarse until Little Mike's murder gun shot takes it in the chest.

It smashes the poor pirate with a sea anemone fist (10pts, -2STR). Mase cuts the monster with his longsword as it slashes at Tommy Blacktoes, who tumbles inside the monster's reach and cuts it repeatedly (2pts).

Samaritha also tries a *suggestion*, "Run away!" But the devil resists.

The slowed devil smashes the attacking pirates with fists made of sea anemones. Both Little Mike and Tommy get smacked (6pts, -2STR and 4pts, -4STR).

Their luck begins to turn. Mase gets a lucky cut on the devil's arm (crit for 34pts). Tommy gets a successful feint on the monster. Samaritha's *ray of enfeeblement* works (6pts).

Lil feeds a potion of *delayed poison* to Tommy, who gurgles, "Too weak. You'll have to chew it for me."

The devil strikes Mase unconscious. A flight of *magic missiles* fails to penetrate the devil's otherworldly...ness. Little Mike keeps fighting, despite a steady supply of strength drain from the monster's poison.

Lil casts *invisibility* on Tommy, then draws the devil's four eyes with a quick series of jumping jacks. Tommy backstabs the devil with dual wielded weapons (21 and 21pts). Ichor sprays from those wounds, but the devil does not die until Samaritha's barrage of *magic missiles* smack with meaty enthusiasm into its hide. The devil falls, smacks the railing and drops into the sea.

The still standing pirates rush to the railing to verify the monster's demise. Tommy spots a metallic gleam. He leaps overboard and snatches a lanyard from the monster's neck.

On deck, he and Samaritha examine the compass attached to the lanyard. She notes that the item is magic. The needle points at the *Teeth of Araska*.

Little Mike offers, "That looks like the trick Wogan uses to find other ships."

Samaritha nods, "Someone sent this devil after us."

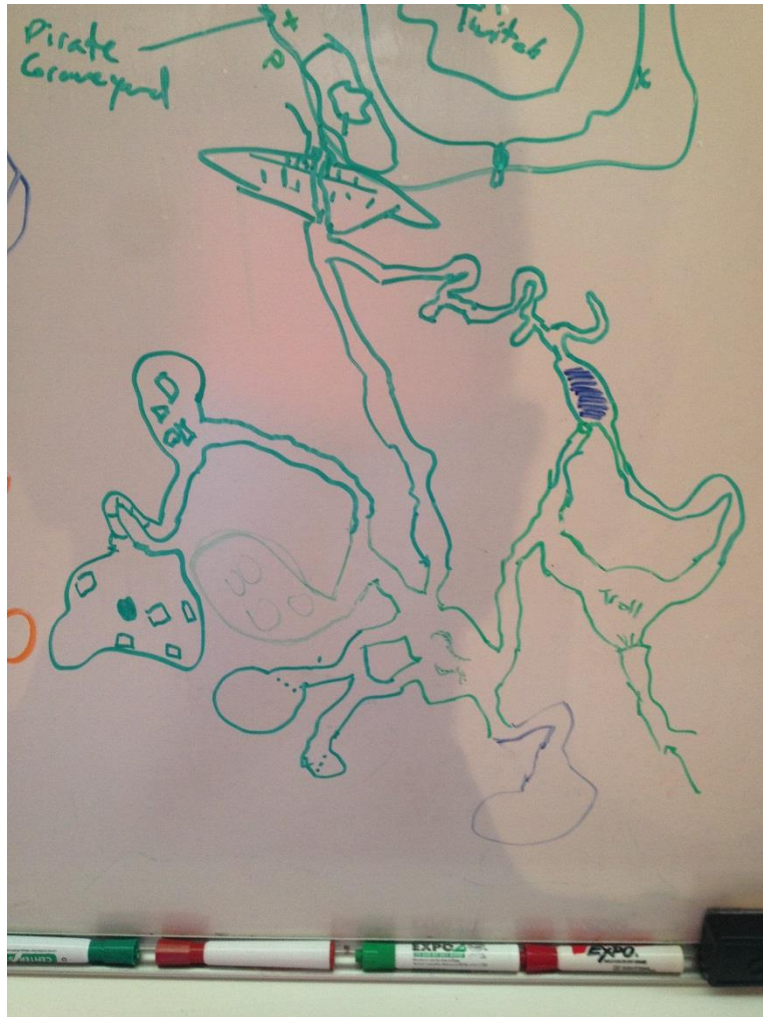
Little Mike says, "Probably that elven chit that had me murdered."

Tommy sneers, "More likely it was that Chelish warship we ran away from."

Little Mike, "Could be. But I'm pretty bad ass. I bet they sent the devil just for me."

Mase replies, "Yes, Mike. The devil came just for you." He notices a few other pirates coming on deck, having run back from the prison colony at the gunfire, and starts barking orders. The murder guns are reloaded, while the wounded are cared for. Word is sent ashore that all is good.

A NIGHT IN THE ALCHEMIST LAIR



The pirate away team holes up for the night in the alchemist lab. Sindawe takes the first watch. Mitabu traps the only tunnel into the lab cave, then crawls back over the barricade of debris and corpses.

Sindawe asks Wogan, “Will that *greater restoration* save the half-orc?”

Wogan replies, “I think so. Is it worth it?”

Sindawe shrugs, “Probably not. But she fought well against Serpent. Was she an officer? We can’t trust pirate officers.”

Mitabu overhears the conversation. “I know a little something about Klangin. She’s really strong and well known for pirating Chelish shipping. She never held a high position. And her reputation suggests she would appreciate us saving her ass.”

Sindawe nods, “Wogan, heal her up in the morning. Use that scroll. We need more people for our trip south.”

The prisoners are secured. The pirates settle in for the night.

Wogan is on the last watch. He hears a commotion in the distance; running and panicked voices quickly approaching down the one tunnel into this cave.

Wogan roars, “Up! Attackers!”

Mitabu’s electricity trap goes off. The panicked voices turn to screams of pain. Five derro climb over the barricade and stream into the cave. The last derro atop the barricade is punched through the spine by a stitched together form of roughly man size. That same stitched together body plows thru the barricade, though it is slowed greatly by that wreckage.

Wogan glances at the stitched together man. It drips blue tinted fluid from wounds torn open by the barricade.

Wogan screams, “Golem!” Then shoots the monster with his pistol.

A derro screams, “Kill the surface dwellers! Take their hair!”

The derro scream in rage! Just like that a panicked rout turns to “kill mode”. Derro fling themselves at the pirate bedrolls, stabbing madly with short swords.

Mitabu feigns death after the first sword thrust. The derro pulls the bedroll aside and is surprised when Mitabu pulls him close and opens his neck with a knife.

Mitabu whispers, “Shhh...” The derro leaks, jerks, then dies.

The derro stabbing Zoamai's sleeping bag crawls in after her. Zoamai sets the derro on fire with *burning hands*. The other pirates see flames jet out of the bag. The derro rolls out of the bag, then dashes half a dozen steps before collapsing into a burning mess.

The flesh golem smashes Serpent, who finally rolls free of his bedroll. Sindawe trips a derro and tosses him at the golem's feet. He watches in amazement as Serpent beats the derro to death.

Sindawe demands, "What the fuck? I threw him there for the golem!"

Serpent grins and shrugs. Until another derro flanks him. And then the golem critically punches him and then punches him again (30 and 13pts). Serpent withdraws from golem, tumbling past the slashing derro. Wogan chases after the buck naked Serpent to deliver a *cure moderate wounds* (14pts). The derro chases after, but is destroyed mere steps later by the golem's brutish fists.

Mitabu flanks with Sindawe and backstabs the golem (30pts). The golem punches at both attackers, hitting Mitabu (15pts). Both pirates are surprised when Zoamai hits the golem with *burning hands*... and them (11pts).

Zoamai blinks in surprise when the golem fails to slow, "Uh... that's not a flesh golem!"

The last derro stabs Zoamai from behind! She turns and cuts it down with *scorching rays*.

Wogan heals the wounded Serpent with a positive energy burst (14pts). Serpent doubles down by casting *cure light wounds* on himself.

Mitabu and Sindawe continue teaming up on the golem (18 and 28pts). Serpent returns to the fight, swinging his staff (17pts). The monster is literally held together only by stitches; it continues punching! It concentrates its attack on Mitabu, leaving him at 5 hp. The golem finally succumbs. It drops. Blue fluid leaks from its many wounds. Blue fungus sprouts from its blood. The pirates back away.

Zoamai hits the blood sprouting fungus with *burning hands*. It burns. And the golem runs out of... blood. Everyone calms down.

A New Day

The golem yields a blacksmith apron (not magic). The derro yield no valuables. Serpent and Mitabu toss the dead creature's small sized gear aside in disgust.

Wogan says, "Well, everyone is up now." He casts the *greater restoration* on the half-orc. The blue fungus on her flesh retreats. The half-orc recovers her senses. She grasps madly at Wogan, but is restrained by ropes.

Rucia brews tea. Then feeds some to the half-orc while whispering soothing words. Wogan checks the woman's vital signs. Sindawe watches and sips at his coffee.

Mitabu and Serpent toss dice nearby, moving small piles of copper and silver coins back and forth.

Zoamai rocks herself beneath a clutched fur rug, murmuring, "Fucking elves... kill them all.... fucking elves... kill them all..."

After several hours, Klangin is well enough to answer questions.

The half-orc demands weakly, "Who are you?"

Wogan replies, "We are pirates from the *Teeth of Araska!* We came to Deepmar Island for repairs, supplies and reinforcements. We came to this cave to rescue you and the others that the derro took."

Klangin sighs, "Damned blue midgets came in the night. Just before the Chelish tea hour, when those devil worshipers are at their most groggy state. The derro quickly captured the compound, then marched us to the Caina dig site. The whole time they dosed everyone who

showed the slightest spirit with that blue fungus. We were a gibbering horde by the time we entered the tunnels.”

Klangin adds, “I don’t remember much after the tunnels. They prodded us into cages... in another cave. I was tied to a table that cut and stung me. My world turned blue... the blue spoke to me...”

Wogan asks, “We need sailors... pirates. Will you join us?”

Klangin snarls, “Free me and I will join your ship! I want to sail again! I want a weapon in my hands, a clear mind... and to take a man!”

Wogan and Sindawe look at each other and nod; she’s telling the truth.

Sindawe asks, “What is your pirate name?”

The half-orc answers without hesitation, “Klangin! It is noise I make when my weapon crushes a Chelish lobster tail* (a type of helmet popular with the Chelish navy).”

Sindawe cuts the half-orc’s bonds, then says, “Welcome. You are now crew aboard the *Teeth of Araska*.”

He hands her a +1 long sword, adding, “It is the only free weapon we have for someone your size.”

Klangin stands, then swings the weapon about. She says, “It is a toothpick, but I will use it.”

Wogan points at the remaining prisoner and asks Klangin, “Do you know this man?”

Klangin nods grimly, “Yes. I will strangle him to death for you.”

Wogan shakes his head, “No, we need information out of him first.”

Klangin nods. She looks at the golem and says, “What did they do to Jerno?”

Rucia replies while putting a cup of tea into Klangin's hand, "The derro turned him into a golem. I hope he didn't suffer."

Almost in unison the gathered pirates declare, "Fucking derro."

Off to find the other Lab

The pirates head off to find the other lab cave described by Klangin. They pass thru the central cave, where many of the derro tunnels intersect.

Serpent halts, sniffing the air. He looks up as his companions troop past him. He whips out his bow and shoot at a giant millipede clinging to the ceiling. He screams, "Bugs! Up! Top!"

The giant millipede is covered in blue patches, which flash a bright light that bathes the entire group. Everyone except Sindawe is stunned. Then it scuttles down the wall.

A second millipede appears at the far end of the cave; it is ridden by a derro female.

Sindawe notes his stunned companions, then yells to the woman, "Well met! Gravik sent us to find you. He has words for you!"

The derro woman drools, spits, then demands, "What are the words?"

Sindawe shouts back, "Quiver and syringe! He has a new drug for you!"

The derro woman laughs then asks, "What says he about all the dead derro?"

Sindawe shrugs while replying, "He said accidents happen!"

The derro woman giggles, "You *were* sent by Gravik!!! His sense of humor is infamous amongst the derro!" She blows a whistle to summon the second millipede, then rides down the tunnel leading to Gravik's quarters.

As she rides by Sindawe, she whispers to him, “We like shooting up and having sex! Send the fat one to join us.”

Sindawe watches the millipede disappear in the distance then starts shaking people out of their funk.

He declares, “She’ll be back real fast, unless she and Gravik have a necro-fetich. Let’s get ready. Does anyone have a way to stop that blue flash?”

His companions offer no useful suggestions.

The pirates set up an ambush in the tunnel, which will limit the millipede’s ability to outflank by crawling along the ceiling. Serpent and Klangin hide near the entrance. Zoamai, Rucia and Wogan hide further back. Mitabu sets up a trap in the tunnel mouth. Sindawe watches his crew in action; he is pleased.

Mitabu finishes his trap, just as an angry shrieking comes from far down the tunnel. Mitabu slips into a crack in the tunnel and cocks his pistol.

Zoamai is ready with a fireball. She hears them before she sees them. The half-elf sorceress shoots a *maximized fireball* down the tunnel. Millipedes squeal in pain, then continue their rush to battle. The first millipede trips Mitabu’s trap; a bent pole, heavy with spikes, slams into its hide. The millipede’s front end stumbles, even as its back legs propel it forward.

The female derro stands tall in her saddle and quick fires her crossbow.

Sindawe rushes forward to attack ignoring the derro’s crossbow fire. Serpent steps up to the lead millipede, pounding it with his staff and biting it once (43pts). Mitabu shoots the millipede from his hiding spot (33pts). The millipede dies in a twitching mass of legs.

The hatchery mistress screams, “Aieeeee!!!”

Zoamai replies with another *fireball*. The millipede burns some more, but the hatchery mistress ducks behind her mount. Wogan shoots her when she pops back into her saddle.

Klangin waits patiently near the tunnel mouth for a chance to backstab.

Sindawe tumbles back and says in Aklo, “Gravik’s last words were about how awful it was to lie with you!”

The derro shrieks, “You lie! My thighs are strong! Those drugs were terrible!”

The hatchery mistress drives her mount forward. It climbs the wall and clings to the ceiling to get past its brother’s corpse. It flashes blue fungus lights at the pirates; all but Mitabu are prepared... they cover their eyes.

Klangin slashes the millipede open with her longsword, fatally wounding it. Sindawe finishes it with a stab from his spear, Shock Tooth. The hatchery mistress throws herself at Sindawe... she clings to him with her thighs and stabs at the black pirate with a short sword.

Wogan yells, “I think she likes you, Sindawe. Just go with it!”

Serpent adds, “I’ll beat her off... you, Sindawe!” He bashes the derro with his staff.

Zoamai whispers, “Pheh! Pheh! Pheh!” as she casts a *magic missile* at the derro.

The derro goes unconscious. The pirates gather around the fallen derro.

Wogan asks to no one in particular, “Should we question her?”

Mitabu replies, “Well, they’re all crazy, so...”

Zoamai cuts Mitabu’s sentence short by stabbing her dagger deep into the derro’s eye.

Rucia stares at Zoamai, who cleans her dagger on the body. She grabs Wogan’s arm and moves behind him.

Wogan answers his own question, “OK. No questioning then.”

Mitabu and Serpent loot the body (see treasure distribution) while the others keep watch.

The Lab

Klangin leads them to a large cavern. It has examination slabs, two large glass tanks of bubbling blue fluid, another tank of copper, copper wires humming with electricity, and multiple cages suspended with chains. A winch mechanism allows the cages to be raised and lowered. The cages contain prisoners, lightly covered with blue fungus.

The prisoners yell, "Hurry! Free us! The derro will be back."

Wogan yells back, "The derro are dead!"

Serpent says to his companions, "We should help these people."

Wogan stares a moment at Serpent's back, then turns to Sindawe, "That damned sea doppelganger is messing up again... the caves must be disorienting it. Serpent never cared for another person except his wife and that woman that might have been his mom... or his sister... or his cousin."

Sindawe nods then whispers back, "At least that beastie is earning its keep by killing like Serpent did."

The black man considers a moment then adds, "I hope that woman wasn't his mom, because I promised him I would nail his mom."

Wogan rolls his eyes, "Yeah. Because that the sort of promise we need to keep."

Compassion overcomes good sense. The pirates lower the cages and free the prisoners.

The prisoners make more demands, "Get us out of here! Give us weapons!" And so on.

The pirates ask questions about their captivity. The prisoners supply spotty details. It becomes quickly obvious that the prisoners are confused and forgetful, much like Delvina Rose, the sole prisoner encountered back at the penal colony. But they are not as bad off as the prisoners in the pits. Those prisoners are capable only of hooting and even less human noises.

Sindawe asks Klangin, “We found five or six prisoners in pits. Including these people, is everyone accounted for?”

Klangin says, “Yes.”

Sindawe stares at the half-orc, then asks, “Really?”

Klangin replies, “Well, maybe... some are dead. I guess a few might still be missing.”

Sindawe sighs, then points at the prisoners, “Which one of these do you trust to hold a blade and have your back.”

Klangin points at a swarthy man, “That one. He’ll fight.”

Sindawe marks that man’s forehead with chalk, then says, “Serpent use enough spells to get this one up and running. Then find him a weapon. Klangin, you and... Chalk will guard these people. Keep them out of trouble and safe. We’ll push on and clear out the other caves, then return.”

Klangin starts pushing the prisoners into some resemblance of order.

Wogan climbs a ladder leaning against the copper tank. He opens the hatch at the top to find a dark liquid. Alcohol! He eagerly scoops up a handful and guzzles it, then spits it out. Water! An arc of electricity shots across the surface. Wogan casts *light* into the tank, revealing electric eels.

Mitabu searches the alchemical equipment; he finds a dose of *gentle repose*.

Rucia comforts the prisoners.

The Hatchery

This cave is sealed off by a large metal door. Mitabu unlocks it with a key he took off the hatchery mistress' body. Inside is a large cave full of glowing blue fungus pods. Wogan throws a rat into the room from his *beast master coffer*. The rat moves about the pods until a two foot long millipede jumps it. The pirates close the door and lock it.

The Cage Cave

This cave has prison bars across the entrance. Inside are six dirty miners, covered in blue fungus. They rush to the bars and grab at the pirates.

Mitabu notices first – he says, “They’re zombies!”

Wogan replies, “Watch this!” He uses a burst of positive energy to destroy the zombie clutch.

Mitabu investigates the corpses. He finds nothing. Wogan demands that he wash his hands.

Across the Chasm of Black Puddings

There is one last place left to investigate and it is the tunnel across a chasm. If the fall doesn't get you, the black pudding at the bottom will. The last time the pirates came here, there was a rope bridge. The rope bridge was trapped and now lies at the bottom of the chasm.

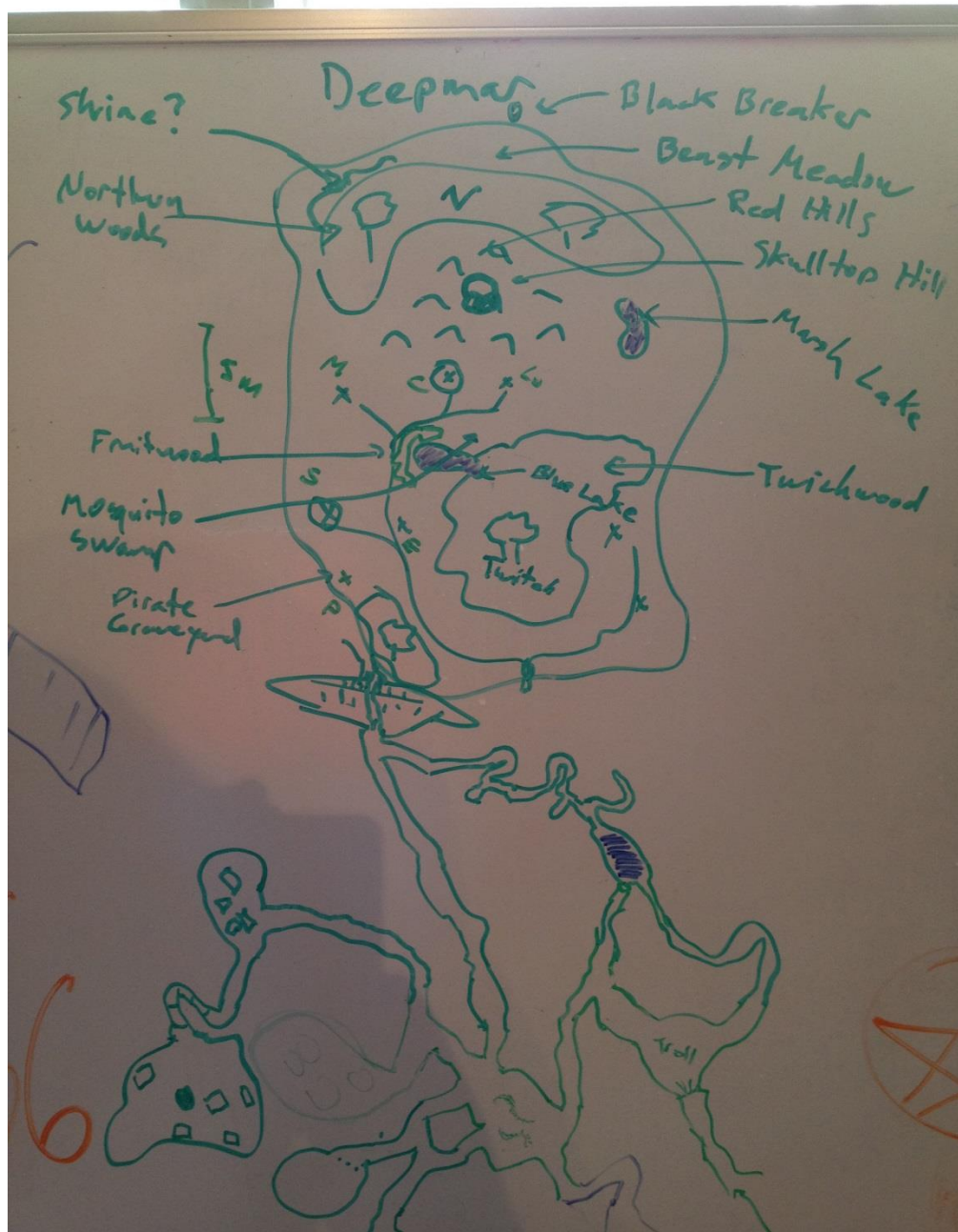
The pirates cross carefully, utilizing Mitabu's spider climb slippers and lots of rope. Serpent examines the tunnel for tracks and determines that the traffic has been very light. All of

this suggests the area is a defense against deeper dwellers or a trap/false lead for intruders. The pirates decide they have had their fill of caves. They turn around.

Epilogue

The pirates load up mining carts with loot (see treasure distribution list) and crazed miners. A dozen miners are mildly crazed. Six more are very crazed. Klangin and her trusted friend, Chalk, are armed as best possible from the existing equipment.

On the return trip Wogan and Mitabu ask Klangin about the island. She knows a surprising amount:



- Blue Eyes Tammerac – an escaped miner whose has been living free on the island for years.
- Mystery Shrine – an escaped prisoner, when recaptured, described a strange shrine. Klangin knows its general location as “somewhere in that forest”... the island has multiple distinct forests, so knowing which forest is very helpful.

- Pirate Graveyard – it is cursed, but also full of pirate loot. A pirate captain, Ivan the Cruel, buried his crew out there. Klangin was a member of the crew and heard that the ship's witch doctor cast spells on the dead before burying them. Those dead now guard the graveyard and the loot; they deal violently and finally with trespassers.
- Skull Top Hill – a dragon is rumored to live there.
- Blue Lake – named for its clear water.
- Marsh Lake – in the northeast.
- Twitch Wood – a forest with many dangerous species of sentient plant life.
- Beast Meadow – grass lands with many grazing herds and predators.
- Mosquito Swamp – a swamp infamous for disease carrying mosquitoes. Bat colonies keep the mosquitoes from spreading; the Chelish leave those bat caves alone.
- Black Monolith – off the northern coast there is a ninety foot tall black spire. A team of Chelish archeologists studied it last year, but left after they became sick.