

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 01/11/2015

TODAY'S EPISODE: KING XEROS OF OLD AZLANT, PART II

The loot heavy pirate ship *Teeth of Araska* (ToA) is sailing to Port Godless in Rahadoum.

There they hope to ransom a hostage, release some prisoners, and sell loot. They have come across a strange crystal ship lying derelict in their waters, and have boarded to investigate. 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 and breaker of Chelish ships (Ed).
- ♣ Zoamai "Elf Burner," a half-elf sorceress/arsonist responsible for burning 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.

The Crystal Ship

Still in the hold of the crystal ship, we see a number of 7' x 3' crystal berths for a number of creatures. There are 13 racks for a total of 39 pods. They are all empty. Vines are everywhere, phasing in and out of reality. Mitabu follows the vines, they seem to be coming from below. There is no apparent door.

Looting the lobstermen, we find odd-shaped armor and short swords not made for human hands. They have pouches of coins. Some of the coins are Garundi, others are odd types of money we have never seen before.

Loot: 583 gp of odd coins.

Samaritha locates a secret door on the opposite side of the room. She presses a crystal in the wall next to the door and the door irises open. On the other side of the door is a strange room with lines etched in it that point towards a sharply-angled corner between 2 walls. Mitabu examines the room for traps. He does not believe the room is trapped. Wogan summons a rat and throws it in, it fails to trigger anything. Sindawe reaches in, contracts and disappears.

After discussion, we try to follow. Wogan is unable to follow Sindawe. Samaritha thinks the door works like *dimension door*, we must wait for the door to recharge then all hold hands and go together. After 4 rounds Samaritha thinks the door is charged. We all take her hand and we zoop through space into a single point of singularity and are spit back out the other side.

We see a bizarre room. A huge cube made of brass standing on one point and slowly rotating occupies a space on a crystal plinth. Traces of blue power play on the face of the brass cube, outlining arcane symbols. Under a phased-out creeper, we see Sindawe's spear. The spear has some green blood on it. Examining the area, we see no trail leading off. It's as if the lobsterman phased out of existence with Sindawe.

Samaritha and Mitabu examine the cube. Mitabu notices a humanoid figure inside the crystal plinth. The runes are mostly in Azlanti, but also use Osiriani hieroglyphs. She thinks the cube uses non-uniform spatial mathematics and fluid dynamics. She thinks this is the helm of the ship and she can manipulate it to give further access. Samaritha thinks she can open different bulkhead on the ship, and she can free the creature in the plinth. Samaritha also tells us the name of the ship is the King Xeros. King Xeros was a king of old Azlant, shortly before the cataclysm.

Movie Idea: Lobster Monster Mobster

Mitabu opens a door from this room. We seem to be looking into a captain's cabin and dayroom. In the room we find nothing but an eerie sense that it is a captain's cabin. And vines.

We decide to have Samaritha open additional bulkheads. She tries to use the device. A green ray of energy fires out of the cube at Hatshepsut. Just as Hatshepsut is about to be disintegrated, a huge icy dragonfly appears and saves Hatshepsut. Wogan cries out, "It is a sign from Gozreh! Gozreh has saved your life!" The rest of us are not sure what to make of this.

Unfortunately, none of us have knowledge: engineering, nor does anyone on our ship. Mitabu tries to operate the device with Disable Device. A door opens revealing a spiral stairway going down. As the sun is setting, the night lighting comes on in the ship. Fluorescent green light comes from the crystal.

At the bottom of the stairs is a giant plant monster with a maw like a crocodile. Its

enormous taproot contains the bodies of humanoids. An unknown quantity of lobstermen come down from the branches of the plant to attack. The lobstermen surround the group, at which point we realize there are 4 of them.



One of the monsters draws blood from Mitabu. Its reptilian/insectoid claw rips into his flesh, and takes a firm hold. It starts to extend an ovipositor. Wogan shoots the monster holding Mitabu, blasting it in the elbow and freeing Mitabu. Green blood sprays.

Samaritha notices a lobsterman in the tree, controlling it. She fireballs both the tree and the treerider. In response the treerider causes the tree to attack. It slams a tentacle-like branch into Wogan, but misses Samaritha.

A lobsterman damages and grapples Serpent and another claws Hatshepsut. One dashes by to go after Samaritha, and the fourth one grabs Mitabu. Hatshepsut rushes up the tree and slams her serpent strike into the treerider lobsterman, killing him.

Wogan bursts some healing upon the group, and Samaritha manages to pull away from the lobsterman grappling her, only to be grabbed again immediately. One of the lobstermen pins Mitabu, and Wogan shoots it.

Serpent manages to land a blow on the lobsterman grappling him with his +3 battleaxe. Another lobsterman grabs Wogan and bites him, almost paralyzing him. Another lobsterman pins Serpent.

Samaritha, being desperate, escapes the lobsterman holding her and runs upstairs to the control panel. She decides to hit the button to release the creature inside the crystal plinth. It turns out to be a night hag! The irritated night hag immediately magic missiles a lobsterman.

Serpent throws the lobsterman off him, and kills it with a series of quick axe hits while the one on Mitabu bites him. Sadly for the lobsterman, Mitabu is immune to its poison, but the lobsterman begins to fade out, taking Mitabu partially out of phase with it. Hatshepsut serpent strikes the lobsterman, causing it to bleed out. Mitabu comes back into phase.

Wogan has been pinned, but throws another healing burst. The night hag puts the lobsterman upstairs to sleep. Samaritha tells the night hag, "There are more of them downstairs, let's go!" The night hag is not convinced, and tries to cast a sleep spell on Samaritha, which fails. Samaritha tries to cast a suggestion spell upon the night hag. Although the spell fails, the night hag is impressed and asks Samaritha who she is. Samaritha shifts into her serpentfolk form and the night hag nods in understanding. The serpentfolk and Azlanti were bitter enemies back in prehistory.

In the meantime, Wogan uses his mace of terror to cast a fear spell on the serpentfolk holding him. Unfortunately, it catches everything in the area. The lobsterman goes running up the stairs, but so does Mitabu. When Mitabu reaches the top of the stairs, he sees both a night hag and a serpentfolk, and attacks the serpentfolk! Samaritha easily sways away from his attack.

Although Serpent gets a chop in on the lobsterman, it manages to catch up with Mitabu and grabs him again. Everyone piles on the last lobsterman, killing him quickly.

Once the last lobsterman is dead, Samaritha says "Human minions, I would like to introduce you to my new friend. What is your name?" The night hag introduces herself as Skarja, and says that the cursed azlanti used her to power the ship. She tells us the lobstermen are called Xill. The plant is a Xenophage Creeper. We tell her she is on Golarion and she calls the planet a shithole. The Azlanti tech used souls to power it, but the xill also gather souls to power their plant. As she talks, she collects the souls of several xill.

Wogan cuts open the taproot of the tree and releases Sindawe and 11 Garundi humans within the taproot. The plant immediately begins to die.

Mitabu tries to go for the controls of the crystal ship but Samaritha mind-controls him and stops him.

Suddenly the controls of the ship replace the night hag with some other hapless soul and the controls light up. Samaritha releases Mitabu and Mitabu uses the controls of the ship. However, there seems to be no way to stop the ship from going or to control the destination of the ship at all. Mitabu breaks the helm out of spite so at least no one else can ever control the ship. The ship begins to pulse and is clearly preparing to embark back out onto its planar voyage.

The night hag vanishes into the ethereal plane.

Bugging Out

After this, we all flee the ship with the Garundi. One of the Garundi falls in the drink but Serpent rescues him with the help of a fly spell from Samaritha. The King Xeros disappears. Once they get back to the ship, the Garundi man Serpent rescued introduces himself as Yousef bin Yousef. The Garundi here were living on an island off the coast of Rahadoum, when they were kidnapped by the xill. Yousef offers for us to come stay at his place in Rahadoum.

Loot from the xenophage tree: supplies, gems, and exotic materials from the planes, 4 plunder units.

Yousef is willing to help act as a go-between in our selling process when we get to Rahadoum, and introduce us to his contacts, to help us avoid being cheated.

The next day several of the Garundi begin screaming. Their bodies are riddled with xill larvae, eating themselves out of the host body. We don't have any remove disease spells, and we only have rounds to save them. We gather together all the Garundi, only 3 of them are infected, but one is so badly infected that Wogan decides it is too late to save him. Serpent uses lesser restoration spells to keep the 2 women alive while Wogan and Hatshepsut cut the worms out of them, saving their lives.

Mitabu also goes to check on Sindawe and finds him feverish in some kind of trance, talking to Mama Watanna about a dolphin and a shark. Sindawe comes around before we start trying to save his life.

Examining the other Garundi reveals they are not infested, although one of the Garundi women has some kind of black stone egg under her skin. He removes the egg. We take it and store it in a box. The egg is not magical, and none of our knowledge skills are any help in deciding what

it is. Yousef also pronounces himself ignorant of what it may be. We ask him to possibly find a buyer for it when we get to Rahadoum.

The rest of the trip is uneventful, except for noticing that Chelish navy and other local ships seem like they're in a big hurry to get to the Arch. We speculate that it may be due to the approach of White Estrid's fleet.

Azir, also known as Port Godless, heaves into view. Whitewashed, blocky buildings squat atop the city's waterside walls. The sea cliffs alternate with wide beaches. Forts and crenellated walls with many cannon stand watch. The harbor is behind an artificial breakwater. Small fishing boats, all painted blue, bob in the harbor's waters. A Rahadoumi customs ship greets us and examines our ship. The white-and-gold robed members of the Pure Legion board, and finding no contraband, welcome us to dock in Azir. Youssef seems remarkably well connected and smoothes over this interaction skillfully.

