

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 01/24/2016

### TODAY'S EPISODE: DEVIL'S ARCHES, PART V

Our heroes have sailed into the pirate islands known as the Shackles on their way south. The pirates are searching for the *Terrorkin*, a pre-Eye of Abendego Chelaxian war machine. Research and spells narrowed its location down to the *Devil's Arches*. They found and penetrated the secret Chelaxian base, which is defended by seaworn (undead Chelaxian aqua-men), traps, and a few exotic monsters and constructs. Our heroes are:

#### PCs:

- ♣ 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).

#### NPCs:

- ♣ Mase Venjum, an ex-Chelish Navy captain
- ♣ Mitabu, a Mwangi trapsmith
- ♣ And a crew of professional pirates, escaped slaves, and adventure seekers back on the *Teeth of Araska*.

### *Secret Chelaxian Base Continued*

Sindawe, Wogan, Serpent, Mitabu, Mase, and Saluthra exit the tunnel system and return to the big canal that cuts underground between several islands. They follow a ledge east until a spear trap injures and pushes Sindawe and Serpent into the dry canal below. Mitabu disarms the trap's reset mechanism as the pirates retrieve and heal their companions.

Everyone decides that the rogue, Mitabu, should lead. He does so for the rest of the canal length. There are many traps. The first is spring loaded stone. Mitabu misses and Serpent is

launched across the canal where he lands heavily. The next trap Mitabu finds. He explains the mechanism.

Serpent asks, “Why are we travelling along this trapped ledge? Wouldn’t it be safer to travel along the canal bottom, since there’s no water in it?”

Everyone agrees that the canal bottom would be safer. They follow the canal bottom which rises and becomes drier until they reach another set of canal locks – huge doors that shut a ship off from the rising and lower of water. Mitabu is raised to the ledge to examine a man-sized door at the top of the lock – he guesses the trick for opening that door. The others join Mitabu at the door.

### *Secret Chelaxian Dry Pond*

The pirates pass through the open door. Just past a ledge is a dry pond, large enough for a ship but instead holding the ship-sized corpse of a gargantuan snapping turtle. Several seasworn also litter the pond bottom.

Wogan examines the mess and speculates, “The seasworn must be too dry to function. And that snapping turtle corpse looks at some state between undead and decomposed. Maybe that’s the *Terrorkin*?”

They climb down the bowl shaped sized for a closer look. There is a metal ladder spiked onto the turtle’s side, which they use to climb aboard. Aboard they find more dehydrated seasworn.

The air grows cold and the ghostly Chelaxian captain appears, eager to see the Chelaxian captain, Mase, sworn in. Wogan casts create water on several nearby seasworn, reviving

them. Mase sets atop a shell section and reads the Articles of War regarding “taking over command of a vessel”.

Up completing the articles the ghost admiral utters, “Now I can depart for the afterlife with my duties discharged.”

Several pirates snicker at that.

The conversation turns to how to get the draconic turtle out of this chamber. Sindawe, however, had been warned by his goddess lover that the *Terrorkin* was an abomination. He communes with Mama Watanna to determine how to destroy the creature.

### *Secret Chelaxian Betrayal*

The group heads back to the weird water room, where Mase, who speaks Aquan, talks with the watery blob the giant two-headed snake is in. He explains it's a water elemental that controls the water in the complex and he's asked it to fill up the canal and the *Terrorkin*'s pen! The group scampers back towards the turtle as water begins to well into the dry canal.

The pirates are just entering the canal area when Sindawe starts asking Mase a lot of questions. “Who will be your second in command? How about you designate me?” “Well, it would have to be a Chelaxian officer...”

Sindawe rolls his eyes as Mase continues his explanation. He circles behind the Chelaxian and unleashes a flurry of blows... Mase succumbs to skull bludgeoning. Serpent and Wogan are stunned but pitch in when the seaworn swarm Sindawe. Serpent drops one with staff bludgeoning, while Wogan drops three more with a burst of positive energy.

The pirates hear a huge gong sound. Wogan calmly explains, “The *Terrorkin* is banging against those sea locks.” He then dives for Mase's corpse and the *Terrorkin* control amulet.

The seaworn swarm everyone. Several pirates are hit by seaworn's talons fill their lungs fill with sea water; luckily, they all have Wogan's *water breathing* in effect. Claws and weaponry deal minor wounds. Mitabu destroys one with a bear trap and stabs another down from behind. Wogan fires from several pistols until the last pistol blows up in his hand (16pts) – a seaworn leaps to the attack and impales him on a trident.

A colossal metallic crash comes from the direction of the *Terrorkin*. Seawater washes past the pirates toward the crash.

The pirates mop up the seaworn. Sindawe says, “Hey, he was going to betray us sooner or later.” Sounds of draconic turtle rage can be heard from down the subterranean canal.

Wogan holds the amulet high, “I declare myself a Chelaxian captain. Obey me *Terrorkin!*”

A kaiju sized roar hits the pirates – it doesn't seem impressed.

Sindawe drives his fists knife like into Mase's chest and wrests out the dead man's heart. He bathes Wogan in Mase's heart blood then smears it on his face and lips.

Wogan, backed by an infamy point and the blood of a Chelish captain, gains control of the *Terrorkin*.

Wogan loots Mase's body while explaining, “By right of being coated in Mase's blood, I'm taking his stuff.”

The pirates discuss what to do next. They decide to have the *Terrorkin* bury itself in the chamber they found it in. It retreats into the drydock and begins to smash its mighty limbs against the surrounding rock.

*They Flee*

Wogan casts *enlarge* upon Serpent, who seizes up his snake, Saluthra. They group runs for it. Sindawe sticks around longer to transform his weapon into a cleaver, then removes Masé's head and throws it in his bag of holding.

The *Terrokin* thrashes about its chamber, dropping an island's worth of land upon itself. The water in its lair and the canal are squeezed like the bulb of an eyedropper and rush in a tidal wave towards the PCs. The chase rules kick in – d20 +2 per 5' of movement plus a d20 roll. The water starts off moving at a speed of 30 down the canal.

Sindawe and Wogan fall behind the others but stay in front of the wave of water which closes to medium range. They make it to the tunnels connecting the two sections of canal cut-off by the cave in. The amphisbaena lets Serpent, who it likes past, then strikes twice at Sindawe but misses the agile monk.

The wave hits the tunnels and moves faster (60!) thanks to the narrower passageways. Mitabu is hit by the wave – it bashes him into a wall where he loses his footing. The water gains on Wogan and Serpent, while Sindawe makes it out of the tunnels and into the other canal section. A giant firehose of water rushes out the tunnel mouth and into the canal – slamming Mitabu against the canal's far wall.

The pirates pick themselves up. Wogan makes it to the ledge first and deploys his *rope of climbing*. The other pirates climb up using handholds. The coral golem arises from its pool of water and gives chase too. The pirates start running again up the sloping ledge.

They make the trapped ship's pond. Water is rising behind them, full of reinvigorated seaworn.

Sindawe demands, "Sail the trap ship out!"

There is argument but they decide on sailing out. Outside, the sun rises and the lagoon's water level begins to rise to its normal level.

Serpent takes the tiller as he is the strongest. Sindawe heads for the canal lock controls. Mitabu cuts the anchoring ropes. Wogan prepares water control spells.

Sindawe throws the lock door lever – ca-chunk! The lock doors open slowly, then quickly. The trap ship washes out of the lock into the much lower entry channel – Serpent mans the tiller and guides the trap ship well, keeping it pointed in the direction of the flow. Sindawe leaps and grabs the mast as the ship whooshes by.

The ship shakes violently as it washes out the gates and through the sea cave, where more water washes in. Several pirates are flung about. Serpent keeps the ship on track. The sea cave ceiling grinds the top 10' of the mast off. The water still pours in from behind while the water level rises from the filling cove as well. The aperture of the cave quickly shrinks.

Sindawe joins Serpent on the tiller. Wogan stays seated to cast lower water, allowing the ship to shoot more quickly out of the cave. It slams against the cave mouth as it exits.

Outside the cave, the ship bobs violently in the lagoon until its natural water level returns. They have to make the pick-up site with the *Teeth of Araska* by sun-down.

### *They Sail*

Serpent and Wogan pray for new spells while Mitabu and Sindawe expertly jury-rig a sail to the broken mast. Then Wogan heals the wounded while they set sail – they go west around the southern end of the *Devil's Arches*.

The ship makes good time despite the damaged ship taking on water. They reach their pick-up point at which time they point the slowly sinking ship out to sea, then jump and swim for shore. They watch their ship drift westward, then stroll along the beach to their pick-up point.

They wait the day out. Several times, groups of natives pass them by.

Mitabu calls out, "I see a sail!"

Wogan and Sindawe look thru their spy glasses. It is the *Omen*, a pirate vessel that ambushed the *Teeth of Araska* about a week ago. They watch it sail past.

The pirates wait for an hour past dark, then light lanterns. Around 11pm they hear a boat beach – their crew men greet them.

Tasty Mike explains, "We spotted the Omen just before dark. We're running dark right now to keep the Omen from spotting us."

The pirates scan quickly with spy glasses, spotting nothing. They take the long boat out through the breakers, then shoot off the murder gun. One ship lights a lantern in the darkness, then a second ship follows suit.

The pirates make an expert guess and row for the one on the left, though half of the pirates think the light on the right is the one they should head to. As they draw close, they stop rowing and peer into the darkness trying to get some idea of whether they are approaching friend or foe. Serpent gets a message spell from his wife, "Hurry up."

Serpent says, "That's the *Teeth of Araska*. My wife said to hurry up."

The longboat full of pirates is soon aboard their mother ship, the *Teeth of Araska*.

## *Sabotage*

The PCs deflect questions about the mission with “We didn’t get the weapon. Mase didn’t make it.” The pirate officers discuss how to board, damage, or destroy the *Omen* at night. Boarding seems unlikely to work. So, they work on plan that revolves around Mitabu’s trap making skills and background as a “keel breaker”. It is decided that they will damage the ship’s keel or waterline, then sail for it. All of this requires timing to happen as closely to dawn as possible.

Serpent guesses at the next day’s weather. He is so unconvincing that they go find the druidess they have on board for a second opinion.

Mellela says, “I believe there will be a light wind tomorrow.”

Now comes the trick of finding an unlit ship in the dark. They come up with a plan based on the *Omen’s* previous attempt to lure in their longboat.

- Ship’s boat 1: Serpent and Mitabu as saboteurs, plus Klangin for dark vision and a rowing crew of eight. They row quietly toward the supposed second lantern’s position.
- Ship’s boat 2: with fake mast and lantern and crew. They’ll light the lantern to act as the *Teeth of Araska*. Sindawe in charge.
- *Teeth of Araska* fires off a murder gun, shielded so as not to give away the position by flash. Tommy in charge and Wogan as second.
- A second murder gun firing is a single that the plan has gone pear shaped and to get back to the ship.
- Sindawe organizes a unit of 10 of the ship’s best murderers to stay on board just in case Tommy has to fight off boarders.
- Wogan gives a *wind feather token* to Sindawe, saying, “Use this if you have to get back quickly.”
- Wogan orders the entire crew armed and put on alert.



The plan is launched.

Tommy asks Wogan, “What *really* happened on that island?”

Wogan gives his story, “The *Terrorkin* is a giant undead turtle that we couldn’t control. Mase went crazy. The captain killed him, then we ran for it.”

Tommy rolls his eyes. His Sense Motive is something like 10 points higher than Wogan’s Bluff.

Tommy orders the murder gun fired after 20 minutes. Sindawe barely remembers to light his lantern – he stands there solemnly till a courageous crewman clears his throat and says “So... Shall I light the lantern, like in the plan?” He sees a second lantern lit in the distance in response. So far so good.

Serpent’s crew sees the second lantern. They row to within a few hundred feet of the ship, then Serpent and Mitabu enter the water with their explosive charges. Mitabu clings to the serpent totem transformed Serpent; both enjoy *water breathing*.

Sindawe hears the sound of a longboat’s oars somewhere nearby. He decides to leave the lantern lit, risking his small crew to give the saboteurs a longer shot at finding the *Omen*.

Several arrows with cork heads and light spells cast upon them fly out from the *Omen*. One lands in empty water next to the saboteur’s long boat, illuminating it in the nighttime sea. The other lands in near nothing. They had to know basically where the longboat was to even attempt a shot like that. A broadside of grapeshot roars out from the *Omen*, shredding the crew on the longboat. Klangin orders the survivors to paddle for their lives. Mitabu places the final charge, then taps Serpent’s shoulder. They swim back to their longboat. Meanwhile, arrows from the ship

replace the previous *light* arrows to keep the ship illuminated – the Omen reloads and sends another blast out, narrowly missing the longboat.

Sindawe orders the lantern masked, then orders his crewmen to row back to the *Araska*. A pair of bullseye lanterns light up the night nearby from two separate long boats. Sindawe changes his orders; he whispers, “Crossbows out. I’m preparing fiery bolts. Shoot at the boat on the left. Next volley at the one on the right.”

The first volley causes no damage but much confusion. Return volleys of bolts rain down near Sindawe’s vessel, wounding one pirate. The vessels exchange volleys again and again and again with very few wounded thanks to the darkness and confusion. Sindawe finally decides to escape using Wogan’s *wind feather token*; the longboats juryrigged sail fills and moves to safety.

Mitabu and Serpent climb aboard the longboard of dead and wounded pirates. Serpent casts *riptide* from a scroll allowing the longboat to escape easily.

The longboats return to the *Teeth of Araska*, where Wogan heals the wounded as other crew prepare to sail into the dark – dawn is three hours away.

Wogan and Klangdin lie next to each other on the prow, combining their seamanship and darkvision as they watch for obstacles. Well aware of the orc’s designs on him, this makes Wogan somewhat uncomfortable, much to the amusement of the crew. The *Teeth of Araska* takes a slight hit on a reef making its escape.

The dead are buried at sea:

- Zorzi – Ex-Chelish prisoner, craft weapons, armor, jewelry
- Ansis – Ex-Chelish prisoner
- “Whitey” York Fawcett – originally of the *Wandering Dagger*

- Delmer – Exp2, kinda slow, knows his knots, cloak of resistance +1

### *The Loot*

- 3 sets of masterwork longswords and light steel shields, requiring some cleanup from a lifetime in the ocean.
- 11 onyx gems worth 125gp each, torn from the throats of undead Chelaxians.
- A string of continual flame lanterns (20).
- 3 masterwork tridents
- cold iron dwarven war axe
- alchemical silver rapier
- Plus, Mase's speedily looted equipment (+1 longsword, circlet of persuasion)

## Ship's stats

- Stores: example – food, water. 500gp/week. The ship has 3.
- Supplies: example – wood, rope, canvas. 500gp/unit. The ship has 3.
- Repairs: 10gp/hp if crew is doing the work. Just repaired 670gp at Drenchport.
- Ship's Kitty: 850gp (furniture), 50gp (broken dishes contest).

## Loot and equipment

- Travel papers and a map of the Devil's Arches interior obtained at *Mezdrubal* from Long Beard and his navigator Fonzo.

## Agenda for the trip south and eventual return to Riddleport:

- Ship disguise - South of the Shackles the ToA will get converted at Rickety's Squibs
- Locate and capture Tammerhawk to collect bounty in Riddleport
- Closure on Tommy Black Toes pirate ghost quest.