

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 08/07/2016

### TODAY'S EPISODE: CRUCIBLE OF CHAOS

Our heroes have Heart of Darknessed their way to *Nantambu*, met a deranged and mutated traveler, gained the location of a little known Shory flying city crash site, traveled the Shadow Realm to access the *Valley of Ulduvai*. At the valley they return to the prime material plan. They make friends with a lizard man tribe and travel to some of the safer landmarks. Then onto the *Ruins of Ulduvai*.

Our newly minted 8<sup>+</sup> level heroes are:

- ♣ Captain Sindawe of the *Teeth of Araska*, the fist-punchin' Mwangi monk (Chris).
- ♣ Chief Gunner Wogan, the pistol-packin' celibate cleric of Gozreh (Patrick).
- ♣ Quartermaster Serpent, the staff-bashin' Ulfen druid/ranger and his snake Saluthra (Paul).
- ♣ Mitabu, a trap-loving Mwangi rogue.

#### *Ruins of Ulduvai*

That morning the pirates cross the river and the dinosaur grazing grounds. They encounter the obelisks about a quarter mile from the city. The runes and glyphs are unreadable; they match some of the symbols on the clay table Wogan discovered yesterday. They radiate *law* and moderate *abjuration* magic.

They pass the obelisks and climb a hill onto a plateau. A giant flying city, canted to the side, rests there, its walls of amber glass. A massive inverted horn of purple metal looms over all, shimmering towers of twisted glass, a giant metal cube, a ring of glass, and other alien buildings form the skyline. Other builds lean upon these and lie up on the ground. A low humming comes from the city's center. A pale green mist lies on the ground in the city.

A wall surrounds the city. Gates puncture the wall at regular intervals with ramps of an amber material joining the tilted city to the plateau. The south east side is the lowest part; everything is at a tilt. A pale green mist is emitted from the city walls and dissipates upon reaching the plateau.

The pirates use a rat from Wogan's creature coffer to test the green mist. It runs off but doesn't die. Serpent touches then breathes the mist without ill effect. Sindawe hands out jade ear plugs, then they enter thru the fifth gate and head for the inverted purple horn building.

Wogan and Serpent marvel at the city's main building material, an amber colored substance that is translucent near the surface and opaque past that. It seems to be light and strong... so strong that the city landed at an angle on the plateau and did not break apart.

### *Sneak Attack!*

Saluthra follows the party at a short distance until she is spiked (16pts) by a humanoid covered with smooth carapace pieces on its head, neck, torso, limbs and hands. It appears to be bleeding. Shadows enlarge to dim the light. The creature retreats into the shadows, where it circles the party. Sindawe spots it and attacks with a stunning fist punch (stunned and 14pts). Acid from the creature's body burns the monk (8pts). Mitabu backstabs with a +3 cold iron dagger but misses thanks to the shadows. Serpent joins the melee and smacks the creature with his staff (23pts).

Another acid dripper attacks Mitabu (22pts) from the shadows and mist, then darts away. Sindawe delivers a flurry of blows to the stunned acid dripper (42pts) while avoiding the dripping

acid. Mitabu finishes the creature with a back stab. The creature freezes in place as a sulphur statue that then collapses under its own weight.

Wogan heals (8pts) his comrades with a positive energy burst. Serpent follows the stalking acid dripper into the deeper mists and shadows. He returns to report “It is gone” just as Saluthra is stabbed by the remaining acid dripper. Sindawe easily locates the skulking creature, allowing the other pirates to home in. Wogan attempts to negate the shadows with a light cantrip, which doesn’t work. But his Goz Mask does negate the mists; he sees no other attackers.

Serpent joins the melee and receives a long spear thrust to the thigh (8pts). Wogan heals Saluthra (18pts).

The acid dripper withdraws to the safety of shadows and mist. Sindawe follows. He is stabbed (18pts). The acid dripper disappears again.

This shit continues for several more rounds until Wogan yells, “Use your *continual light* torches!”

Serpent does so and it works – the shadows retreat from the torch. Wogan spots the acid dripper retreating – he points and shouts, “There!”

Sindawe follows Wogan finger to find the creature circling again. He pulls out gray ioun stones with *continual light* upon them, then shouts, “Here!” Mitabu arrives in a flankng position and stabs (17pts). Serpent runs and smashes with his staff (18pts). Mitabu stabs it (13pts) as it withdraws yet again.

Wogan loads his blunderbuss with silver. Serpent uses his hat of disguise to appear as the acid dripper (there is much discussion about friendly fire) which is cut short by Serpent-as-a-acid-dripper being jumped by a biting and clawing acid dripper.

No one falls for its bluff of “Get him, Sinnn-daway”. The demon dies from multiple stabs and staff blows. Sindawe snatches up its spear before the creature succumbs to its wounds and sulphurs out.

Wogan scoops up some of the sulphur for spell components.

Wogan uses a wand of cure light wounds to heal the wounded. While doing so, he notices a nearby amber wall shimmer. That wall happens to be the city’s outer wall. It is solid when he tries it. He tries a *cure light wounds* spell (from the wand) on that wall section but it has no affect.

Serpent detects a trace of chaos magic on that wall section.

### *In Search of a Tall Tower*

Wogan’s mask cuts through the mist but the buildings block his view of their objective, the inverted horn building. Sindawe asks for a building tall enough to climb above the mist. Wogan selects the “flower” tower.

But instead they stop at an interesting building on the way. There is a door at the base and four doorways at the top supply sunlight. They enter the building to find less mist present and no stairs to the top. The floor has a mosaic:

- Trio of men – one with staff, one with a bag, and one with a lightning bolt.

- Winged apes with spears.
- And an iron bell.

The pirates use various climbing spells to reach the sunlit door ways. The gm does his best to describe the building's various interior features before he finally tells the players, "It was a short bell tower." The pirates climb thru the open doors look at the surrounding to find it is not above the mist. A giant wasp follows them inside as they climb down the tower's interior; they barely beat it back out the front door.

Sindawe throws a fit once he finds out they were not in the flower tower. Wogan navigates them toward the city center. He finds a shortcut through a big building – they enter despite Sindawe's, "This will suck."

The building's interior is full of giant stalls. Each one has a hole in the bottom the size of manhole cover. Wogan sticks his head in and see a tiled tunnel leading off into darkness.

They continue thru the building to the far side. A staggering lizard man stumbles thru the door on that side. Then another. Then another. Then several more. Each has glowing eyes and emaciated features suggestive of undead. The pirates retreat back the way they came to defend the door. The unnatural tilt of the building will feed the undead right to them.

Mitabu places a trap on the door that cuts great chunks off the first lizard man, then a spear stab from an enlarged Sindawe cuts it down. More pour thru the door while the trap resets. Serpent batters another to pieces. Wogan channels positive energy to burn the undead, destroying several out right. The zombies move thru the doorway gamely only to be cut down.

Sindawe examines the zombie heads for onyx stones but finds none. He gathers up the heads for burial.

Wogan offers, "The master is supposed to suck life energy. Maybe these are victims."

A blue feathered creature lands on Wogan's backpack – it has no head, four wings, and four claws. It clings to Wogan's pack despite his frantic cries of, "Get it off!"

The pirates try offering it food and rum but it doesn't bite. It radiates slight chaos magic. The pirates leave it on Wogan's pack and continue on.

### *The Flower Tower*

The pirates find further evidence of chaos misshapened beasts on their journey to the 85' tall flower tower. They circle the base several times in search of an entrance, but there isn't one. There are no vines growing upon it. It is made of a white glass.

Wogan smacks it hard with a magic mace. It makes a loud, molar shaking noise. Wogan's bird thrashes its wings but does not flee. Sindawe climbs the exterior using this *spider climb slippers*.

An invisible something strikes Sindawe who slowly falls to escape further attacks. He announces, "Invisible stalkers!"

Serpent catches a shimmer out of the corner of his eye as he is slammed (23pts).

The creature is enraged because it was awoken from a deep sleep by Wogan's flower tower gong. It attacks without tactics which allows the pirates to destroy it more quickly.

Sindawe orders, "Well done! Wogan – give everyone a rum ration!"

Wogan replies, “Uh, we don’t have much rum with us, and I need it! I need it, my precious!”

Sindawe climbs the tower again and emerges from the mist. He sees the landscape of the valley around the city. There is a door in the flower’s center that opens easily. Inside lies a human skeleton and random bones and bites of fur and feathers. Sindawe enters to loot (a glass buckler and four glass vials containing dust) and bags the skeleton up. Sindawe climbs back down, hands over the skeleton and loot, then climbs back up with Wogan’s Goz Mask.

Wogan and Serpent identify the loot (see end of this session summary). They discuss who will get the buckler and its precious +4 AC boost.

Sindawe uses height and the mask to chart a path to the inverted horn building. He discovers an invisible walkway from one of the flower’s petals that heads to the inverted horn building. It is actually a tunnel.

He climbs back down to fill in the others. They decide to use the new, clean, and possibly safer route to travel. They climb back up.

Sindawe feels something push his back but there is nothing there when he recovers his balance. Wogan uses an *invisibility purge* that reveals... nothing except an invisible bridge.

### *The Purple Tower*

The pirates follow the invisible bridge 100’ feet above the city streets. On the approach to the purple, inverted horn tower they realize that the structure is the hub of invisible bridges in the city. Their bridge only hits the tower halfway up.

This tower also has no door. They hear winds and smell ozone. Wogan gives the party resist energy electricity from a wand.

Sindawe peeks thru the door to see a floor, ducts, pipes, fans, electricity arcing between metal poles, etc... The fans sit atop shafts and are clearly pulling and pushing air.

Mitabu points out a stair well, then navigates thru the ducts, pipes, and fans. He stops at a bank of knobs and tries some. His first attempt lays an electricity arc thru the position he was just standing in. He deactivates it long enough to allow everyone safe passage.

The group climbs the stairs to the roof where they spend time examining giant lightning rods. They finally settle in for the afternoon to map (cartographer 29) the city streets; Wogan uses the Gozreh Mask to penetrate the mist. They can also hear a single, atonal chord.

Wogan also spots:

- A group of zombie lizard men shuffle between buildings.
- A giant wasp flying beneath the mist.
- Another giant wasp lands and squeezes itself into a building. That building is clearly marked on their map.

The pirates decide to camp here overnight, hoping to catch sight of the fiendish baboons (nocturnal?) and maybe a clue on where the “master” dwells.

Wogan is on watch when his feels stinging in his boot. He pulls off the boot and looks inside to find nothing. The biting returns when he puts it on. Wogan complains bitterly about the situation.



The black arm torc in Sindawe's pack seems restless. So he puts it on and notices that the electrical discharges seem different. He approaches an arc; it bends out of his way.

Wogan happily uses *call lightning* to test Sindawe's new torc. It strikes him perfectly. It does not make him immune to electricity. But called lightning does make the electrical arcs larger and more excited. The roof lights up with electricity. Their hair stands on end.

Wogan gurgles (16pts); a giant claw retracts from his body. A giant spider clammers over the edge of the tower. The screaming begins.

Loot:

- +3 blinding, glass steel buckler
- vials of dust (4) – dried but not ruined potions.