

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 09/04/2016

TODAY'S EPISODE: CRUCIBLE OF CHAOS II

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, and traveled the Shadow Realm to access the *Valley of Ulduvai*. At the valley they returned to the prime material plan, made friends with a lizard man tribe, traveled to some of the safer landmarks, finally ventured into the *Ruins of Ulduvai*. In that city they discovered several breeds of monster, a translucent tube system meant for to cycle breathable air, and the electricity plant. Most of the tech-magic is still active... and dangerous. The pirates selected high ground at the electricity plant for their camp and observation post.

Our newly minted 8⁺ 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.

Purple Tower Equals Electric Company

The pirates have been experimenting with the weird electrical tower in the center of the fallen Shory city. It is night, and they stand at its top 100' above the mist-shrouded city streets below and are happily engaged in dialogue when Wogan suddenly gurgles (16pts); a giant, barbed claw retracts from his body. An elephant sized spider clambers over the edge of the tower. The screaming begins as pirates shake off sleepiness and scramble for weapons. The spider proves to be an outsider with a great deal of DR but no immunities to electricity – Mitabu is able kill it by linking a thrown chain to one of the electrical pylons on the roof. The corpse fades from existence.

Monkey Swarm, Monkey Run

Just after 2am a monkey swarm emerges from a nearby tower and climbs rapidly down to street level. Sindawe wakes the others as the monkey noise street level increases. Fearing a gibbering moulder, the pirates install ear plugs. Wogan drops a *light* spelled coin onto the street and scans using his *Goz Mask* which allows him to see through the mist. He sees a black pool of ooze that his terrible to behold. Its sound is also terrible but greatly dampened thanks to the ear plugs.

Wogan pulls the others back and motions for “don’t look”. The next morning he bleeds from his mouth, eyes and ears until he heals himself.

The pirates eye the bell tower that disgorged the monkey swarm last night. It is two blocks away and lacks invisible bridge access. It also emits an atonal noise. Wogan spots monkeys occasionally in the buildings in the in-between area.

The pirates decide that the bell tower is their next target. Mitabu sets up an explosive charge nearby to draw off the remaining monkeys. The pirates will *spider climb* down to the street, run for the tower, climb up that tower and enter through “monkey holes” at the top. This plan works but navigating the streets in-between takes longer to navigate thanks the misleading mist.

The pirates ignore the large double doors at the tower’s base and climb 60’ to the top. Wogan checks for magic on the narrow windows at the top. Sindawe climbs inside to find a machinery floor inside the window. Through a large hole in the floor he can see the inside of the tower – it is hollow with a pit at the base with another 30’ of depth. The stone stairs that would connect the bell with the ground floor have crumbled with age. A bat humanoid in the dark rafters

attacks Sindawe with a stare that induces a heart attack. Sindawe powers through it as the other pirates climb inside.

Darkness descends on the bell of the tower that a *darkvision* potion and *ever burning torches* do not penetrate. Luckily, Wogan is able to dispel the magical darkness. Serpent climbs next to the creature and hits it with a magic axe – the wound is minor. Sindawe climbs and grapples the man-bat, which paralyzes him. Then man-bat becomes intangible and disappears. The monk falls 90' (36 points).

Wogan and Serpent spider climb down the tower's interior. The man-bat reappears 30' feet above Sindawe. Its gestures summon ghosts (4) from the soil of the pit.

Serpent climbs down further then drops into the pit. He resists the nauseating stench emitted by the ghosts, who also fail to hit with their claws. Wogan climbs down further and hits the ghosts with a positive energy burst. The man-bat swoops past Wogan, knocking him off the wall. With the pirates out of the way, Mitabu activates his trap on the man-bat dealing sonic damage (but not deafened).

Wogan hits the area again with a positive energy burst, then stands up. Three of the ghosts collapse. Serpent destroys the last one and then climbs up the wall. The man-bat disappears one final time.

Sindawe climbs up to the rafters passing frescoes – citizens parading past towers and buildings, ape creatures with angel wings, and a trio of characters each seated on a throne – one with a staff, one with a chain, and one with a plumb bob.

Serpent peeks outside and spots a giant wasp that probably cannot enter through the tower's narrow windows.

Wogan investigates the pit and finds a passage out. He then climbs up to the frescoes where he casts *comprehend languages* and translates the frescoes: Ape house, the great rudder, the aeromancers, and the great library.

A cacophony sounds from the pit tunnel identified earlier by Wogan. The pirates exit through the narrow windows at the tower top, on the side opposite the giant wasp.

The Great Library

The pirates run to the great library, which is a large public works, library looking building. Wogan heals Sindawe (32pts). They stop at the giant double doors for Mitabu to detect traps and pick locks. He sets off a force detonation trap (18pts), which he thinks was recently set on the doors. He starts on picking the door lock.

A shambling mound stands up from a pile of dead leaves. Sindawe spots it first and grapples it – his shirt of immolation lights the mound up for 16pts. The other pirates take notice as Sindawe screams, “Carrot! Nose!” over and over again.

Mitabu shoots. Serpent swings his battle axe. Sindawe punches while continuing the grapple. Wogan shoots it dead.

Sindawe picks through the vegetable matter and retrieves shambling mound reproductive organs. Wogan heals the wounded. Mitabu returns to lock picking.

The pirates open the doors and enter onto a landing into a big library of book and scroll shelves, tables with stacked books and stretched out scrolls, stairs to a second-floor study area, and connecting rooms. A chattering noise comes from the rafters overhead.

Wogan casts detect magic, descends the landing and walks into the stacks toward an inanimate skeleton in robes. Mitabu is frightened by the skeleton growing grey flesh on its bones, standing up, and brandishing a staff.

The gray man demands, “What brings you to the city?”

Serpent, “We are explorers. How long have you been here? Are you a librarian?”

The gray man, “I have been since the beginning. No, do I look like a librarian? I am Banderack, the sorcerer prince of Ulduvai! I lead this city’s great aeromantic corps! <and more bragging>!!!”

Wogan takes over the introductions, as he is the best talker in the party. He notes that Banderack’s features are bestial and menace ripples off him. He is scary.

Wogan asks, “What caused your great city to fall?”

Banderack, “Ah. The other aeromancers were weak, well some of them, and they lost control of the rituals – the Shoggoth was freed. But fear not, I will bind and control it.”

Serpent, “You have been trying to control it.”

Banderack says, “Yes, the secret is here in the library, but the Dewey Decimal system has failed me. I cannot find the ritual to bind the Shoggoth.”

Banderack accepts Wogan offer to help search for the secret. He changes up staring balefully at the pirates and searching himself. The pirates find:

- The Chronicles of Aeromancy – a technical document
- The Lost Scrolls of Bile-Du-Van – partially written in Aklo.

- The Big Book of Flying Apes – page 1 “See the Flying Ape Terrorize the Naughty Children”, page 2 “See the Flying Ape Rescue the Treed Cat Familiar”, page 3 “See the Flying Ape Eat the Juicy Fruit on the Toppest Branches.”

Sindawe calls Wogan to a private room and hands over the The Lost Scrolls of Bile-Du-Van explaining, “Take a look at this. I’ll head back out to the stacks to keep an eye on Banderack.”

The pirates whisper about escaping the library before Banderack blows up. But their only exits are the double doors Banderack is watching and the back doors that lead to the bell tower... and the Shoggoth.

Wogan begs their absence for sleep and eating. Banderack accepts and demands they return at dawn.

The Aeromancer’s Hall

The pirates decide to try the Aeromancer’s Hall – until they realize that is the electrical plant. There are four towers around it are: the flower tower, the needle and globe tower, quivering palms tower, and the discordant noise tower. Wogan and Serpent are able to navigate the group back to the electrical plant. More spider climbs are expended to get the pirates back into the building and into the atmosphere tubes.

The pirates travel in the invisible bridge to the 50’ tall needle and globe tower. Its walls are like chitin and ooze a sticky sap. The bridge intersects with the globe portion of the tower, which is a well-appointed living area in good repair. Couches, tables, and chairs. A man in “Aladdin” slave garb is puttering around; he is frightened by the pirates’ sudden appearance.

Wogan casts *comprehend languages* and talks to the slave, who demands, “Why are you here? I am Fez-ghoul.”

Fez-ghoul offers to take the pirates to meet his master. The pirates accept and follow the human slave up circular stairs. The pirates take bets on what the master is:

- Sindawe – a corpse or a robo-corpse
- Wogan – A genie
- Serpent – an ape

The apartment level they are taken too is transparent. Outside the pirates can see the view of what the city looked like before the crash (e.g. a sky line of clouds, people flying by outside, and no green Shoggoth mist). They follow the slave further into a laboratory to meet the undead master – a lich looking male in white robes with a staff tipped in a blue glowing light.

Serpent declares, “Sindawe wins; he was closest with ‘robo-corpse’.”

The lich talks like an old, friendly dude. He casts an area of *effect comprehend languages* so everyone can talk.

Wogan asks the man (Yakmar), “Yakmar, what is this building? What is your job?”

“My quarters, and I am head of the aero-nymphonian. I am in charge of trade – I have spices from the far south.”

Sindawe offers him exotic and rare items like lizard man slaves, triceratops, mastodons, and sorghum.

Yakmar grows agitated. “Triceratops! We have tons of those things on the streets. Did you not see?!”

The pirates guess that the triceratops in the valley escaped from the crashed city.

Yakmar commands his slave, “Fezghuul! Eject these churlish types now!”

A fight starts. Fezghuul transforms into a red skinned giant – a genie! Its scorching rays strike each pirate. A shimmering curtain of fire explodes in existence around Yakmar. It too burns the pirates (1-4 pts each).

Serpent attacks the efreet for 56pts of axe damage. Wogan casts silence on Sindawe who charges through the wall of fire (17pts) and grapples Yakmar who attempts to energy drain but cannot lay hands on the monk.

Fezghuul yells, “Master!” and flies to Yakmar’s rescue. His flight allows Serpent and Mitabu to land attacks of opportunity (29 and 22 pts of damage). He throws a volley of scorching rays at the pair to punish them. He crashes through the wall of fire and frees Yakmar via gaseous form. Sindawe responds with a flurry of short spear thrusts into Fezghuul’s torso – the efreeti dies and returns to the elemental plane of fire.

Serpent crashes through the wall of fire, burning in the process, and slashes the gaseous form lich with his magic axe.

Loot:

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

- The Chronicles of Aeromancy – a technical document
- The Lost Scrolls of Bile-Du-Van – partially written in Aklo.
- The Big Book of Flying Apes – page 1 “See the Flying Ape Terrorize the Naughty Children”, page 2 “See the Flying Ape Rescue the Treed Cat Familiar”, page 3 “See the Flying Ape Eat the Juicy Fruit on the Toppest Branches”