

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 10/02/2016

TODAY'S EPISODE: CRUCIBLE OF CHAOS IV

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* which contains amongst other things *Ruins of Ulduvai*. In that city, they discovered chaos mutations, ruins, monsters, old guard Nantambu liches, and a Shoggoth. Two of the liches, Banderak and Yakmar, have been defeated, leading at least one pirate to comment, "Maybe they're not liches."

Our 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.

Moss Coat Spice Warehouse

The pirates have destroyed the leftover Ulduvai rulers Foreign Trade Minister Yakmar and Stout Religious Leader Banderak. But clues on how to defeat the Shoggoth, find more loot, etc... are too thin. So, they decide to spend the rest of their day navigating to the spice warehouse for demon monkey killing and looting.

En route the pirates discuss their "clues":

- Frescoes of three rulers
- Chaos magic permeates the city
- Shoggoth Stone

- Books – Wogan is able to dispel magic against one hidden page.
- Foreign Trade Minister Yakmar – deranged lich. He believes the city is still in its heyday.
- Banderak – another lich scouring the library for clues to control the Shoggoth.
- An armband that protects its wearer from the city's electrical grid.
- Yakmar's staff
- an 8-pointed star - non-magical

Mitabu rigs an exploding backpack trap, complete with human poop. During the preparations, something or someone shoves Wogan. They look around, spot nothing and move into the darkened warehouse full of monkeys.

The pirates tie down their gear and enter. The monkeys remain in their high perches until the pirates begin opening a pot undamaged by the passage of time. The monkeys descend and attack.

Wogan lights a bomb but is unable to throw it before a wave of monkeys covers him. Mitabu throws his own bomb. Burnt fur fills the air. Serpent waves his staff around, striking a single monkey. Wogan finds himself hard pressed and bleeding from several wounds, so he casts *cure critical wounds* upon himself. Sindawe drinks an *enlarge person potion* then smashes monkeys with his ham sized fists. Saluthra crushes monkeys under her coils.

The demon monkeys dead lie in droves, yet they press the attack. Sindawe hears a trilling sound in the distance. The other pirates also start to hear the approaching trilling. Serpent sends Saluthra climbing up, then casts *spider climb* from a wand on Wogan. A monkey

snatches up Wogan's *Rain Tiger Emerald* (spell storing device). Mitabu shoots his pistol, then climbs upward.

The Shoggoth enters the warehouse in a flowing of flesh. Its visage and noise is such that only Wogan and a handful of monkeys are able to react – the rest lose Wisdom (drain) and are confused. Serpent and Saluthra attack each other.

Wogan saves Sindawe by casting *protection from chaos* on him. Both climb to the temporary safety of the balcony some 30' up. Wogan casts *silence* on himself then closes with Serpent and Saluthra, temporarily ending their confusion. Tentacles repeatedly brush Mitabu, draining his Wisdom to zero. The pirate falls unconscious, unaware that he has a minor psych issue when he awakes up.

Saluthra follows a non-confused monkey out of the warehouse; it crosses the balcony and squeezes through a crack in the wall. Serpent grapples Mitabu and drags him toward a monkey exit.

The Shoggoth absorbs the monkeys on the ground floor by flesh waving across them. It builds itself into a small mountain to reach the balcony where its tentacles snatch up the few remaining monkeys, including the one that stole the *Rain Tiger*. A single tentacle reaches for Sindawe but is turned aside by Wogan's *protection from chaos* (thanks to a fate point spent).

Serpent drags Mitabu outside, Wogan squeezes out behind them, and Sindawe quaffs a *reduce person* to escape too. Everyone runs to escape the pursuing tentacle.

A short time later the pirates hole up so that Wogan can recover Serpent's wisdom (down 8) enough so that Serpent can use his *lesser restoration* wand. The party is soon returned to normal wisdom.

Return to Yakmar's Needle and Globe Tower

The pirates decide to hole up in the Needle and Globe Tower, which was the lich Yakmar's home until they destroyed him.

Wogan reads the previously hidden page from Banderak's research. It describes how to create a rune encrusted obelisk capable of summoning and controlling the creature "from beyond the sky" (previously translated as "from the sky"). It also recommends binding one's self to the obelisk in order to gain personal power. The sky creatures will guard the stone because it is not invulnerable to the forces opposed to it.

Wogan and Serpent discuss what those forces might be; they decide it would be align weapon and protection from chaos.

They decide to investigate another of the four towers connected to the electrical tower.

The Quivering Tower

This seventy-foot tower is made of quivering grey stone and appears to be quivering. One balcony shows a large amount of white colored insect guano below it; the balcony is large enough for giant wasps.

The pirates quaff anti-toxin and enter the tower via the invisible bridge. The inside of the tower is architecturally empty – there are no stairs. But there are mud huts stuck to the tower’s insides. Irritated giant wasps emerge to kill the intruders.

Sindawe and Serpent defend from the mouth of the invisible bridge, while Wogan and Mitabu fire past them. This plan goes well for a while until Wogan’s pistol detonates in his hand. Not to be outdone Mitabu does the same thing with his pistol. And not to be outdone either, Serpent is dragged off the bridge by the giant wasp.

Serpent lands heavily on the tower floor, where baby spider eaters (small wasps) crawl out to consume him. Mitabu hides behind Wogan who draws and shoots another pistol (with his good hand). Sindawe punches that wasp to death. Serpent rolls out of the way of the wasp corpse. The wasp swarm clings to him, stinging. Serpent climbs quickly up the outer wall, dragging the swarm with him.

Mitabu throws a bomb at the swarm (and Serpent). Sindawe and Wogan also get hit by the bomb’s splash. Sindawe ballet leaps off the invisible bridge and onto a nearby wasp mud hut. Serpent accidentally detonates an alchemist fire at his feet, setting himself on fire. Wogan pops the top on his *eversmoking bottle* in an attempt to drive the wasps away.

Sindawe watches his comrades battle the wasp swarm from the safety of his perch. He decides he can’t help, leading him to think, “Do wasps make honey?” He spots a room at the roof of the tower. He climbs for them.

Wogan heals the wounded with a positive energy burst (15pts) while the *eversmoking bottle’s* smoke pushes the wasps away from him. Mitabu works through the pain of many wasp stings to rig an area effect trap. Serpent decides to leave the area by leaping after Sindawe.

Wogan detonates a limited *call lightning* spell on the wasp swarm. This is followed Mitabu trap detonation. Wogan verifies despite the overwhelming smoke that the swarm is dead.

Sindawe reaches the top room to find three stands each with a saddle designed for riding the spider eaters. Serpent joins him. The pair carry the saddles over to invisible bridge --- Wogan declares that exotic saddles sell for 30gp each but decides these might be worth more due to the elaborate carvings.

Serpent remembers a bronze bell (very big) at the base of the tower. He and Sindawe climb down to examine it. It is covered in engravings of winged apes.

They also find a paralyzed lizard man inside the bell, complete with a suspicious lump indicating “wasp larvae”. The pair tie a rope to the victim and haul him back up to the invisible bridge for Wogan to attend to.

Serpent examines the bell more closely. It is magical. He informs the rest of the group, who decide to haul it onto the invisible bridge. This takes the rest of the afternoon. Upon which they haul it to the central tower (electricity), mostly to be out of line of sight of the city’s random denizens.

The exhausted pirates step down to examine the bell. They decide the staff, the eight-pointed star, and the bell have nothing in common. Wogan does remember a diagram of Yakmar’s staff in one of the four books they liberated from Banderak. Serpent finds that section in one of their books. Wogan uses a pearl of power to recall comprehend language and read that book.

Research in the Lightning Tower

Wogan reads *The Chronicles of Aeromancy* that night. The lightning tower is identified as the city's power source... enough to lift and fly the city. It would be possible to install a similar generator on the *Teeth of Araska* and make it fly.

Wogan's reading continues – the staff can be dominated and it is important in controlling the generators. So, he tries it and gains control of the *Staff of Rightful Rule*:

- Feather Fall at will, no charges
- Chain Lightning, 2 charges
- Dispel Chaos, 3 charges
- Control the Ulduvai electrical devices, no charges.

Wogan powers down an electrical device, which Mitabu loots for trap parts. He also mentions the book shows diagrams of “cargo haulers” that would be excellent for hauling the bell around.

The others spend their time soothing the rescued lizard man, sitting watches, sleeping and meals.

Loot:

- +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 Bylduvan* – partially written in Aklo.

- Kings of the Flying Apes (book) – 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”
- History of Ulduvai (book)
- Yakmar - fancy in appearance *cloak of resistance +2*
- Yakmar - *Staff of Rightful Rule*:
 - Feather Fall at will, no charges
 - Chain Lightning, 2 charges
 - Dispel Chaos, 3 charges
 - Control the Ulduvai electrical devices, no charges.
 - Fully charged. Recharge via the *Dictum* spell.
- Yakmar - 3**potion of inflict light wounds*
- Yakmar - chest containing an elaborate metal key (Great Library), six rings (*feather falling*), and scrolls (Shory language, details Moss Coat Merchant House trade)
- Banderak - belt pouch with two *inflict light wounds potions*
- Banderak - a belt buckle in the shape of an eight pointed star, non-magical – Serpent carries it around to point at things.
- Banderak - purple robes
- Banderak - *pimp cane* – magic, eyeball on one end, might be a stylized plumb bob

- Banderak - *ring of protection* +2