

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 10/16/2016

TODAY'S EPISODE: CRUCIBLE OF CHAOS V

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 the *Ruins of Ulduvai*. In that city they discovered chaos mutations, ruins, monsters, old guard Nantambu liches, and a Shoggoth. Somewhere in the city is a *Shoggoth Stone* that might be the key to destroying the Shoggoth and recovering the *Rain Tiger emerald*, a spell storing device, from the monster's ooze form. It contains a *teleport spell* which may be their only way back to civilization.

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.

Clues to Defeating the Shoggoth, Maybe...

The Clues:

- Frescoes of three rulers who hold their tools of office: plumb bob, staff, and book.
- 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
- bell recovered from the Quivering Tower

The pirates hole up in the Needle and Globe Tower. 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. He and Serpent discuss what those forces might be; they decide it would be align weapon and protection from chaos. The group settles down for the night.

On Sindawe's watch, he is pushed by something invisible while standing near the tower's edge. He almost falls. This is the second incidence of invisible pushing in the city for Sindawe. The pirate shrugs it off and continues about guard duty. Nothing further happens.

The next morning, they discuss where to investigate next: the Discordant Tower, summon a flying monkey army with the bell, etc... Using the bell probably means reinstalling it in the bell tower, which a vast distance away considering it weights several tons. Wogan remembers that the city, at least in its non-ruin days, had floating cargo disks. But no one knows where to find one.

Discordant Tower

The pirates opt for the fourth tower. They approach via invisible bridge. The tower is one hundred feet tall and dotted with holes that create a massive atonal chord. Everyone puts their ear plugs in to reduce the din. The din grows considerably worse inside.

The initial landing from the invisible bridge is at a tilt, as is the rest of the city. A single circular stair gives access to the lower and higher floors. In the room's center is a gigantic disk of amber material (five foot thick, forty foot wide) – it sits perfectly level on its pivot, unlike the room. It appears the disk would have formed a lid on the room's floor.

Wogan touches the disk with his *staff of command*. A spark jumps between the two devices and the tower lurches. The disk pivots further, revealing another disk twenty feet down. He tries commanding it to further movement, then stops when debris starts to fall. It is possible that the disks and tower were a propellant or guidance system for the city.

Through the din Mitabu whispers, "I can smell a Taco Bell." Or at least that is what the other pirates hear.

The pirates decide to investigate the upper levels via the stairs. Sindawe has a split-second lead in noticing a huge creature charging down the stairs. He hammers one of its knees and sends it plummeting to the floor below. The beast recovers quickly and bellows at the pirate --- a bellow that sweeps across them like a horde of razor blades. The stairwell crumbles and collapses. Mitabu and Sindawe avoid the blast and the falling damage thanks to evasion, slow fall or feather falling rings. Wogan and Serpent take some damage from both.

Pirates rush the beast, while Wogan heals with a positive energy burst. The beast shrieks again catching Wogan and Sindawe fully. Its reward is a flurry of blows from the monk and a silence spell from Wogan. And a critical staff blow to its brain pan.

The eyeless beast seems truly blinded; it bites and claws at thin air until it is dispatched. Wogan's silence spell ends and the atonal din washes back over the pirates. Wogan and Serpent heal the wounded. The corpse yields no treasure and no clues.

Serpent uses a *wand of spider climb* on Wogan, allowing the group to climb past the ruined stair section on their way up. The tower narrows as they climb and in conjunction the stairs become a ladder. The next level up also has a gigantic pivot disk. They climb the ladder to the roof, which is a very narrow landing, worthy of being called a look out post.

Wogan scans about with his spy glass, since the elevation places them well above the city's every present green mist and many of its structures. He is able to see the lizard folk village. He also spots graffiti on the surfaces here. It is a list of fifteen names written in archaic Mwangi.

The pirates then investigate the lower levels. There are three floors with gigantic disks. The ground floor includes a lair belonging to the beast and a hole in the wall that leads to the city's streets. Outside and nearby are ruined warehouses, an open plaza and another ruined building.

In Search of a Cargo Lift

The pirates head toward the warehouses in search of a Shory cargo lift that will be needed to move the bell. The warehouses and dinosaur stables range from severe “fixer upper” to “urban hell scape”.

Wogan spots a sphere of water floating near one such building. Investigation shows the water isn't a monster and contains fish similar to those in the nearby river. Wogan uses his tankard to grab some water and takes a drink. Ordinary water. He pours the rest out and is dismayed to see it floating rather than falling. He mutters, “I hope my pee doesn't do the same.”

They press on, relying on Serpent's survival skills to keep them oriented in the mist. On another street they find a line of debris leading from a collapsed building, seemingly dropped like a trail of bread crumbs. They follow it to a bee hive shaped building. Wogan is able to see it first thanks to his *Goz Mask*, which is never blinded by mists.

The metallic doors open easily onto a giant round chamber with a sarcophagus at its center. Next to it is a small altar covered in bright flowers and dead yet brightly colored birds – both flowers and birds appear to be recent.

Serpent dons his magical orrery to study the altar, which the pirates approach tentatively. He sees magical lines just as an arsenic mist descends toward Mitabu. He bravely pushes the thief clear and is covered by the mist.

Serpent screams, “It's trying to get inside me!”

Wogan whips out a clay tablet retrieved from a nearby lake and reads its ancient Ulduvai incantation to repel elemental beings. Mitabu shoots his pistol into the mist; the bullet passes harmless through. The smoke coalesces into a dragon made of smoke that attempts to enter

Sindawe's throat. The monk stabs it once with his *ghost touch spear* before retreating to Wogan's side. The smoke flows at the pirates, but cannot penetrate the invisible dome around Wogan.

Serpent casts *gust of wind*, which agitates the smoke. And Wogan *calls lightning* on it. The smoke retreats to the ceiling.

The pirates remained grouped together and investigate the altar. The flowers appear to have been recently cut. The finch like birds chirp in unison, then stop. Sindawe decides "entertainment"; he drops down to gather the birds and flowers into a bag. The altar is unremarkable otherwise.

The pirates check that the smoke hasn't moved, then investigate the sarcophagus. The lid is carved with a woman wearing fairly elaborate robes and Shory words.

Serpent moves the lid to reveal gold and green robes and dusty human remains. He seizes the dress while Wogan detects for magic. Wogan doesn't see magic but he does spot a rectangular outline in the dust; he points it out to Mitabu who applies his thieves' tools to open it. The smoke descends again to bash itself against Wogan's force field.

Mitabu removes a tall, narrow box. He and Sindawe carry it outside with the others close behind. Serpent closes the metallic doors, noting that the magic lines probably keep the smoke monster inside.

The dress is magical in the sense that it always appears sparkly clean. It is so fancy and sharp looking that Serpent claims it for his wife even after Wogan points out the dress will stand out unreasonably in most cities. "Not in our summer home in the Darklands!" he thinks.

Mitabu goes to work on the strongbox while the other pirates look on. However, the lock picking is interrupted by an invisible stalker that savages Serpent with claw and tooth. Sindawe attempts to grapple it but misses. Serpent use his snake totem to grant himself “scent” while Wogan covers him in healing spells. The battle quickly ends in the pirates’ favor as Serpent uses scent to zero in on the stalker allowing everyone else to pile on.

Mitabu finishes opening the box and pours out a handful of the 10,000 coins of silver and gold. The chest is two feet tall by eight inches by six inches and weighs 200 pounds.

The pirates decide to continue warehouse searching. Plants and animals are rare, probably because the Shoggoth’s presence kills with piping and its all consuming form. Inorganic items are equally rare... they find only several handfuls of metallic “wind hooters” in one warehouse.

They break into an intact warehouse and almost immediately find a large plate with a metallic surface and an amber substance undercarriage. Geometric symbols cover the metal surface. The entire thing hovers barely above the ground. Everyone surrounds the device, when a long hand with long fingers reaches down for Wogan.

FIGHT! Multiple choker’s attack the pirates, but luckily all avoid choking in the initial contact. Serpent attacks the choker clutching Mitabu until it scuttles quickly away along the ceiling, dragging Mitabu along with it. Serpent pursues. Mitabu throws a bomb at his choker’s torso, killing it. The pair land in a flesh pile.

Sindawe uses his immovable rod to “do chin-ups to the ceiling” where the chokers hang, then kicks one in the arm pit. Wogan is grabbed by a choker which scuttles twenty feet away. Sindawe pursues via *slippers of spider climb* along the ceiling, change dropping from his pockets the

entire time. He grapples the creature and burns it with his *sbirt of immolation*. Wogan quick fires his rail revolver into the choker from his hanging position. The choker releases Wogan and grabs for Sindawe.

The last choker scuttles after its companion and the monk. Serpent uses his snake totem to give himself a climb speed, then pursues via climbing on the ceiling. Sindawe counter grapples a choker, stunning it with a lucky punch. Wogan ends it with his rail revolver. The last choker flails at Sindawe, breaking the monk's leg (3 Con and 4 Dex damage). Serpent closes with the ceiling melee and attacks. Mitabu poisons his blade, then uses *slippers of spider climb* to join the melee.

The monk finishes the grappled choker with another punch and avoids being dragged to the floor with it. Wogan heals everyone with a positive energy burst. The remaining choker scuttles away clutching a writhing Serpent.

Mitabu pursues. Wogan pursues on the ground firing guns from the hip. Sindawe double moves, despite his broken leg. Serpent breaks free of the choker's grasp and climbs along its long arm back onto the ceiling. Mitabu uses the confusion to slip his poisoned blade into the choker's inside thigh. Blade and poison hurt the monster greatly.

The heavily wounded monster withdraws to an incredible small hole nearby where it pushes itself through. Serpent throws his alchemist fire into the hole which is followed by Mitabu's fire bomb. A burning choker corpse slowly slides out of the hole and falls to the warehouse floor below.

Everyone returns to the floor. Wogan works on Sindawe's wrenched leg while Serpent heals his wounds. Thanks to magic, Sindawe is limping around. Wogan finishes healing Serpent and Mitabu up.

Wogan uses a minor lightning bolt to charge up the cargo lift (the hovering plate). It hovers higher and can support the weight of multiple pirates. The cleric believes the device lifts proportionally to its charge. Individual pirates can move it by pushing on it, akin to pushing a heavy cart, while Wogan can use the *command staff* to direct it around easily and swiftly.

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 Ulduvae 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 (shoari language, details Moss Coat Merchante House trade)
- Bander-ack - belt pouch with two *inflict light wounds potions*
- Bander-ack - a belt buckle in the shape of an eight pointed star, non-magical – Serpent carries it around to point at things.
- Bander-ack - purple robes
- Bander-ack - *pimp cane* – magic, eyeball on one end, might be a stylized plumb bob
- Bander-ack - *ring of protection +2*
- *Giant wasp saddles (exotic) *3, estimated at 30gp apiece, maybe more*
- Shory funeral flowers and birds, brightly colored
- Green and gold dress enchanted to be forever clean and fresh.
- 10,000 coins of silver and gold in a chest two foot tall by eight inches by six inches. 200 pounds in all.
- Shory cargo lift