

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY II/13/2016

### TODAY'S EPISODE: CRUCIBLE OF CHAOS VI

Our heroes have *Heart of Darknessed* their way to *Nantambu*, met a deranged and mutated traveler, gained the location of *Ruins of Ulduvai* (Shory flying city crash site), and traveled the *Shadow Realm* to access the *Valley 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 allowing our heroes to loot in safety... and recovering the *Rain Tiger emerald*, a spell storing device, from the monster's ooze form. It holds 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.

#### *A Cargo Lift*

Our heroes have cleared an ancient Shory warehouse of murderous chokers to recover a Shory cargo lift. Wogan uses a minor lightning bolt to charge up the cargo lift; it hovers higher and hums a bit more loudly. It can now stand the weight of three 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 *Staff of Rightful Rule* to move it around easily and swiftly.

They successfully navigate their way through misty streets back to Lightning Tower. Wogan wields the *Staff of Rightful Rule* to move the cargo lift. Sindawe hears but never sees a creature shadowing the group. He tells the others, who hearing nothing chalk it up to “strange stuff abounds”.

At the tower Wogan climbs aboard the lift and levitates it to the tower’s roof, then onto the roof. The pirates then spend many hours hauling the very heavy bell to the roof, aided by Wogan’s *knowledge engineer*. A few more hours are spent loading the bell onto the platform, centering it, and tying it down.

### *Operation Bell to Bell Tower*

On the tower roof, Mitabu complains about sickness. He moans and does appear very sick. Wogan and Serpent are unable to find a cause, magical or mundane. This is the third day of Mitabu’s illness; he hasn’t gotten better and none of the various healing type spells have aided him.

Sindawe offers, “Try throwing up! Put your fingers down your throat. You’ll feel better.”

Mitabu replies, “I’m not a teenage girl.”

Mitabu moans. Wogan tries a *dispel chaos* on Mitabu. The results are instantaneous – Mitabu projectile vomits green stuff, hitting Sindawe dead center.

He chokes out, “I feel better...” before being cut off by Sindawe’s pummeling fists.

The pirate captain beats him thoroughly (non-lethal) while explaining “No! One! Vomits On! Me!”

Serpent and Wogan watch dispassionately to ensure the beating isn't permanent. Mitabu finally falls unconscious. Wogan casts *create water* for Sindawe's bath. Sindawe uses Mitabu's pants and shirt to wipe vomit and dry off.

Wogan uses *cure light wounds* to revive Mitabu, who inquires, "Why am I naked?" Sindawe throws his clothing back to him.

The lizard man is invited to accompany the group to the bell tower. This requires much gesturing as there is no common language.

Wogan dons his *Goz mask* for the cargo lift's descent to the street as it cuts straight through the green mist that permeates the city. Nothing moves in the streets below. Serpent's survival skills and Wogan's mask allow them to navigate rapidly toward the bell tower. Not every street is passable for the cargo lift due to debris. One alley is clear of ground level debris yet overhead is a tree growing between the two buildings. It is above Shoggoth height. Its trunk and limbs are twisted, its leaves are purple, and it is 15' tall with a 30' radius of foliage. Serpent identifies the species as something common and not dangerous.

Sindawe hears someone following the group again, so a revived Mitabu sets a capture trap (net) in the alley while the others make an even bigger deal about the tree. Wogan hands his *Goz mask* to Serpent, who will lie in wait near the net. The others will continue traveling very slowly away with the cargo lift and bell. Mitabu adds some bells to the trap to aid Serpent in detecting it being sprung.

Serpent waits long enough to notice that the purple tree's roots seem to have grown closer. He moves quietly across the street from the alley mouth. He settles in to wait when spear thrusts from the darkness hit his torso and thigh (42pts to date).

Serpent gives a mighty barbarian yell and runs for it. Spear wielding demons give chase, tagging him several times more with spear thrusts. The other pirates heard the commotion and reverse direction back to the ambush site.

Serpent reaches the others with the demons close behind. The demons slow down to cast *darkness spells* on rocks and throw them among the pirates, causing shadows to fill the area. Sindawe closes with a demon, taking a spear thrust to the lung (25pts), before delivering a critical punch to its brain. The confused demon bites the monk very effectively. Wogan heals Serpent who spins around and attacks with his staff; he and a demon exchange blows and horrific amounts of damage.

Mitabu leaps from his hiding place and back stabs a demon (28pts) with his powerful magic dagger. Wogan shoots that same demon with his pistol. A flurry of blows from Sindawe ends the demon. The monk's swift blows allow him to avoid acid damage from the skin contact.

Serpent rains mighty staff blows on the remaining demon who suffers through them then attempts a spell... that fails. Mitabu circles around for a sneak attack opening and thrusts his dagger into the demon's flank. Sindawe wades into the melee, landing a single blow. Wogan channels positive energy to heal his comrades. The pirates dog the demoralized demon until it is slain.

Wogan heals Sindawe enough to overcome the punctured lung. Serpent heals himself. Mitabu mounts the demon spears on the cargo lift, remarking on their acid resistance.

## *Operation Bell to Bell Tower – part II*

The pirates arrive at the 30' tall bell tower. The interior is plain and free of stairs and such. The floor is a mosaic showing wizards with a staff, bag, etc..., and apes surround a figure holding up a bell.

The bell is brought in through a ground floor entrance, then lifted up via the cargo lift. An immovable rod is used to provide the "arm" for the bell to hang upon. Liberal amounts of rope are used to keep the bell safely in place.

Serpent feels a sharp biting on his foot. He removes his boot and finds nothing. Wogan remarks that something similar happened to him days earlier. The discussion is short as they all understand that there is no escaping the chaos magic riddling the city and often very little to be done about its side effects (e.g. foot biting, green skin sickness, headless parrots, omnipotent appearing emerald frogs, etc...).

The pirates discuss ringing the bell and how best to avoid the Shoggoth when it comes to investigate. Shoggoth can stand 30' tall, so the tower isn't safe. Plus its tentacles can reach further. The lizard man looks on silently.

It is decided that the pirates will levitate the platform next to the church's exterior. Sindawe will ring the bell then exit to the platform. And then all will levitate even higher. Everyone digs out their jade ear plugs. Sindawe tries to convince Wogan to fire a pistol off near Mitabu's head to deafen the mind-control prone rogue. No one wants to play that game.

Sindawe ducks inside and rings the bell repeatedly. It is answered by a distant drumming. Wogan controls the cargo lift and it rises further into the air. Finally, a giant silver backed ape with wings lands heavily on the tower's roof. The ape starts to speak then stops as the platform raises into the air.

Sindawe tries communicating in various tongues, none of which the ape recognizes.

Wogan *casts tongues* then touches the wary ape.

Ape: *You are the first to call in many years. Why have you summoned Grundhu here?*

Sindawe: *We want to destroy the Shoggoth and loot the city.*

Grundhu: *Yes, if the Shoggoth is gone my people can reclaim their ancestral home.*

It looks at Wogan and says, “You have found the *Staff of Rightful Rule*. It can destroy the Shoggoth Stone.”

Wogan replies, “Yes, law can destroy chaos.”

Grundhu nods, “The stone is located in the Temple of the Sky Prophets. It has a great, eight pointed star atop.”

Discussion turns to the undead sorcerers. The flying apes hate them because they caused and embraced the chaos that ultimately destroyed this city. The pirates share that they have destroyed Banderack and Yakmar. Grundhu identifies a third one, Yithdul, who rules from the Forsaken Palace which is located near the Flower Tower. The Forsaken Palace was a government building that has since been re-purposed as a *chaos bell-mouth*... or something like that.

Wogan asks, “Hey, does your city have a bank? Or something like that?”

Grundhu replies, “Yes, our city had a treasury building. It stood where the Shoggoth Stone’s crater is now.”

All of the pirates are saddened that the bank is gone.

Everyone agrees that Yithdul should be dealt with before they can tackle the Shoggoth Stone. Grundhu can lead them there and even offers to help destroy Yithdul.

Wogan, “Does Yithdul have a particular type of magic or servants?”

Yithdul is an accomplished sorcerer with many protoplasm servants.

Serpent asks, “Where is the ape army? Do we command you now?”

Grundhu replies, “No, my people are fewer each century. No army. I choose to help you.”

Serpent shakes his head – of course there is no army to aid them. The pirate life is never easy.

The pirates ask about the Shoggoth. Grundhu explains that the Shoggoth is not smart, leading to discussions on distracting the beast. He is not sure how long it will take to destroy the Shoggoth Stone. Sindawe asks Grundhu to see to their lizard man’s safe keeping or to fly him clear of the city. Grundhu speaks to the scared lizard man, picks him up, and flies away with him toward the city wall. Grundhu returns 40 minutes later.

### *Operation Kill All Yithduls*

The pirates stash the cargo lift on top the bell tower, then follow the 9’ tall Grundhu to Yithdul’s residence. They pass the Flower Tower and travel further still.

They arrive at a shell of a building. The floors and ceilings drip translucent goo. Somethings move around inside the walls. The walls themselves appear to be coated in white shells one moment then fluttering butterflies.

The building turns into bones and baby skulls as the group enters. Wogan uses a spent potion bottle to capture chaos drippings. The group penetrates deeper into the build, ignoring slithering noises in the distance.

Mitabu spots something on the floor and snatches up a gold candle stick that is writhing around like an oversized inch worm. The pirates spot more stuff slinking away. Sindawe convinces Mitabu to leave the rest for later. The candlestick holder goes into a back pack.

The walls and flooring continue to change materials, giving everyone a load grade *chaos* headache. Grundhu leads them into a room where a creature with a giant mouth, many small mouths, and multiple eyes... and a shifting form description that is more puzzling than frightening, though it is fearsome too.

The creature rolls forward. Tentacles lash out at Serpent, its claws leave wounds, and its touch causes the flesh to shift into a like form. More tentacles strike a Mitabu and Wogan. Everyone makes their saving throws. Grundhu attacks with mighty two-handed ax blows. Sindawe slashes with his *transformative, silver coated, electric temple sword*. Mitabu rains fire bombs down on its flank. Wogan calls lightning, greatly aided by the chaos shaped ceiling that is now made up of roiling storm clouds. Electricity and fire make a great impression on the creature, but not the blades. Serpent's staff blows reduce the creature to fleshy bits --- a wave of pure chaos is released in a shock wave from its body.

A voice booms out, "Who are you?"

The pirates yell out various humorous replies. The voice does not speak again, but their exit starts to collapse in on itself. Everyone follows Grundhu toward the voice.



They come to a T intersection with the collapsing hallway in pursuit. A chaos polyp rolls toward them from the east. The western hallway is clear. Sindawe urges, "Go east!"

The monk rushes the polyp creature and punches it with a stunning fist. Wogan shoots a large hole in it. Mitabu throws fire bombs.

Serpent and Grundhu see Yithdul arrive in the western hallway via a drop shoot of building "flesh" which closes up behind him.

Yithdul bellows, "Unhand my consort!"

Wogan replies, "Yuck!"

Yithdul gestures and the air around the pirates fills with *glitter dust* that blinds Grundhu. Grundhu staggers toward Yithdul swinging his falchion. Serpent ignores Yithdul in favor of the polyp. Both he and the monk pound it until it moves no more.

Wogan fires a bullet at Yithdul that is turned aside by an invisible shield. Yithdul points at Mitabu who collapses in a writhing pile.

Grundhu rushes down the corridor, screaming, "I can smell you!" His falchion stops short of the sorcerer, turned aside by an invisible barrier.

Sindawe uses monk speed and acrobatics to close and get behind Yithdul, where he lands a single punch. Wogan targets the undead sorcerer with a dispel magic that removes a layer of protecting spells. Yithdul turns on the monk, slashing with the claws at the end of his one arm – his touch robs the monk of life force. Grundhu lands a falchion blow, leaving a cruel wound. Wogan removes another layer of the sorcerer's spells with *dispel magic*. Mitabu continues writhing on the ground, trying to point his unfired pistol at the sorcerer.

Yithdul screams, “Traitorous monkey!” followed by arcane words. The sorcerer’s hand brushes Grundhu, who screams defiantly.

Monkey fueled falchion blows slash the sorcerer (45pts). Serpent seeks an opening past Grundhu, so he can join the fight, but the swinging falchion is everywhere. Sindawe punches the sorcerer several times. Wogan blasts a hole clear through Yithdul with *searing light*. The undead wizard collapses into a pile of dust and gear.

The building begins thrashing like a woman in childbirth. Sindawe scoops up the sorcerer’s remains into a bag.

Wogan yells, “Someone get Mitabu!”

Serpent throws the thrashing rogue over his shoulder and answers, “Got ‘im!”

Everyone follows Grundhu into a room without a roof, where he screams, “We fly!”

The pirates scream back, “We can’t fly!”

A chaos energy wave washes across the party, disorienting Grundhu, who flaps slowly toward the gap in the roof. Everyone grabs hold. Grundhu barely clears the roof himself, dragging several pirate passengers along it. He heads toward the nearby Flower Tower, landing heavily at its top.

Grundhu shakes vigorously, like a dog drying itself, sending pirates tumbling in all directions.

Mitabu continues shrieking. Sindawe, wishing to avoid the Shoggoth’s attention, puts him into a lock and covers his mouth until the rogue falls unconscious.

Serpent climbs to his feet and shouts, “I think the ape is cursed. I’d recognize it anywhere!”

Wogan pulls out a *wand of remove curse* and chases after the ape who is running for the roof edge. The wand’s touch returns Grundhu’s mind.

Kind words are exchanged. Sindawe says, “Come find us at the Lightning Tower in the morning. Or stay with us tonight. We have plenty of food.”

Grundhu promises to return the next morning, then flaps noisily away.

The Flower Tower’s petals begin to collapse.

#### 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 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\**potions 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 plus 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
- Yithdul's remains (dust), plus clothing, jewelry, and stuff.