

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY II/27/2016

TODAY'S EPISODE: CRUCIBLE OF CHAOS VII

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 Shory liches, and a Shoggoth. They have slain the three old guard Shory liches that lead to the city's downfall and now they are ready to tackle the destruction of the *Shoggoth Stone* that should destroy Shoggoth... and allow our heroes to loot in safety... and recovering the *Rain Tiger emerald*, a spell storing device, from the monster's ooze form. That magical stone holds a *teleport spell* which may be their only way back to civilization.

Our 8th 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.

Escaping the Chaos

Grundhu the flying ape promises to return the next morning, then flaps noisily away. Our heroes establish watch shifts and rest thru the night at better kept undead (and now dead) liches quarters.

The Crater

Mitabu distributes four re-hydrated potions, which Serpent and Wogan are largely able to identify: hide from undead, gaseous form, allergy to carrots, and levitate potions.

They depart the Lightning Tower and walk to the Bell Tower in record time thanks to the *Goz Mask* and Serpent's survival skill, both of which reduce the misdirection invoked by ruins and chaos fog that permeate the city. Mitabu rigs up a device to pound the bell; a slow match burns down so as to put the device on a ten-minute delay.

They dash off to Shoggoth Stone crater, which is a large hole located right next to city's Sky temple. Again, they arrive in record time. Everyone checks their gear; Wogan and Mitabu check their powder and pistols. Wogan casts *align weapon lawful* on Grundhu's ax, Serpent's staff, and Sindawe's transformative spear. He also casts *protection from chaos* all around. Serpent casts *spider climb* from a wand on Wogan.

A bell sounds in the distance. Unsure of the Shoggoth's location the pirates wait for the bell to sound 30 beats, then finish closing with the crater. They emerge from the mist to see a 300' across crater. It is 60' deep with steep sides and a bowl-shaped bottom. A set of stairs cut into the crater face descends from the temple, a low domed building at crater's edge, to the bottom where a dark stone menhir sits.

The pirates opt to descend the crater via *feather falling rings* (everyone has one), then dash across the difficult terrain toward the menhir. Sindawe is the first to spot an emaciated lizard man, lurking behind rocks, just before it and its companions attack. Grundhu is struck by one and takes a negative level. Sindawe grapples with one and sets it on fire with his *shirt of immolation*. Mitabu back stabs the same one. Wogan uses positive energy to burn all of the undead as he is bitten by one and takes a negative level.

Grundhu fails poorly against his lizard wight; he takes two more negative levels. Wogan burns the undead again with positive energy. He too takes another negative level from multiple attackers. Sindawe and Mitabu end the grappled wight.

Sindawe runs and tackles the wight attacking Grundhu. The wight dies from burning, monk punches, and falchion blows.

Mitabu and Serpent rush to aid Wogan as he burns the wights again with positive energy. His attackers turn to confront the pirates; blows are exchanged allowing Wogan to burn them again. Serpent's attacks with two weapons, battle ax and bashing shield, and injures a wight greatly. Sindawe trips one and throws it down into the melee where Grundhu slashes it with his falchion. Mitabu finishes the other wight with back stabs as the prone wight claws him (one negative level). The prone wight dies under a rain of weapon blows.

The pirates pick themselves up and rush toward the center again. The altar is made of the red gold metal common in the city, decorated with floral designs and surfaced with jagged bits. The runes on the menhir are now alight with alien energy that blinks happily.

Wogan casts *dispel chaos* out of the *Staff of Rightful Rule* leaving a large crack on the menhir's surface. The others, pirate and flying ape alike, beat the menhir with *lawfully aligned* weapons.

The distance bell tower continues to ring. The pirates and flying ape continue attacking the stone with weapons and *dispel chaos*. The weapons make only minor wounds; the *dispel chaos* leaves large cracks each time.

The Shoggoth's piping reaches their ears, driving the harder at the task at hand. Several pirates glance back to see the Shoggoth oozing over the crater's side. Wogan's last *dispel chaos* spell shatters the menhir. The Shoggoth's piping ceases; its organic form disintegrates, yet its forward momentum propels a shower of debris at the pirates who duck to avoid the hail.

The tower bell rings again, then falls silent.

Wogan and Serpent rush to the crater's edge and search the debris left behind by the Shoggoth. They are joined by Mitabu and Sindawe in their search for the *Rain Tiger emerald*, which is eventually located. The explosion also reveals an underground chamber.

The underground chamber contains: dozens of standing vases, several vases on their sides with silver necklaces and coins spilling out. Mitabu cheers happily and dives into the chamber, followed closely by Serpent.

Grundhu takes his leave after thanking Wogan and Sindawe for destroying the stone. He says, "My people will rebuild. If you need me, ring the great bell."

Wogan offers, "If any of your people are interested, we are always looking for new crew."

Grundhu replies, "I will let them know."

A search is made of the remaining Shoggoth debris, which reveals mostly greatly digested items... and a cracked piece of magical crystal which Wogan determines is a *true seeing device* (3/day). Everyone except Serpent picks up a bit of the shattered menhir as a souvenir.

A large fire is started. The secret, invisible page of Shoggoth summoning is burned by Wogan. Everyone watches Mitabu throw *The Prophecies of the Blind Star God* tome onto the fire. Or at least, they think they do...

Another flying ape approaches their camp at the bell tower the next morning. He is armed with javelins and a falchion. He indicates through hand signs that he wishes to join. Wogan casts tongues so that introductions can be made.

The flying ape declares, "I am the Deryhi, Mandohu!"

Serpent gives Mandohu a hat of disguise and explains, "You'll need to look like one of us when entering settlements. Otherwise, things might get tricky."

Sindawe and Wogan give Mandohu a quick rundown on what to expect: we steal cargoes whenever we can, we sail the seas, you may not be able to return to your home for years if ever, if you sign on with us you will be bound by a code of conduct and you must follow orders, etc... Mandohu agrees.

The pirates and Mandohu load their 800 pounds of loot on the levitating cargo lift, then clamber aboard. Wogan raises the *Rain Tiger* high and releases the *teleport* spell.

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**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 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.
- Crystal of true seeing
- The city vault: Star sapphire 4000 gp, topaz 500 gp, gold necklace 250 gp, 23 silver necklace * 25 gp, 4000 silver pieces and 25000 copper pieces.
- tomes including *The Prophecies of the Blind Star God*. That book is destroyed.