

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 01/22/2017

### TODAY'S EPISODE: REALITY IN FLUX

Our heroes have *Heart of Darknessed* their way to the *Ruins of Ulduvai* and back again, while their ship was re-squibbed, refitted (including installation of a Shory flying device) and renamed the *Chainbreaker* at Rickety's Squibs. Now they are ready to sail south to Senghor, Eleder, Port Shaw, and further south still in search of shark cults, a snake-man criminal, and pirate like pursuits. But first the *Chainbreaker's* maiden flight takes place successfully thanks to Shory technology and Wogan's supplied electricity. And a quick stop is required at Bloodcove to rescue crewman, Crazy Jake, from the clutches of druids.

Our 8<sup>+</sup> level heroes are:

- ♣ Captain Sindawe of the *Chainbreaker*, 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.

#### *Return Bloodcove*

Some of the *Chainbreaker's* crew did not catch the transport ship that left at dawn three mornings back and were left behind in Bloodcove. All but one of those crewmen escaped in a fishing boat and met up with the *Chainbreaker* in the Fever Sea. Alas, the last missing crewman, Crazy Jake, is a master gunner and therefore highly prized. Spying on Crazy Jake with a flawed crystal ball shows that he is a prisoner of the same druids that crewmen Thalios conned. His fate is unclear. Captain Sindawe makes a quick speech about "no man left behind" and sets course for Bloodcove. The officers come up with a "to do" list for that port:

- free Crazy Jake
- dump the Rat King currently defeated and imprisoned in a watertight chest.
- cut a deal with Aspis Consortium – tell us about your competitors
- get treasure maps for Senghor region – fake or not, they are necessary for a con.

That night Sindawe, Wogan, and Serpent have a bad dream. They are back in the streets of Ulduvai running from the eerie piping noises that signal the approach of a shoggoth. Their flight takes them into a blind alley. Serpent climbs the walls. Wogan and Sindawe turn to fight. A dark mass of eight pointed stars overwhelms like the ocean does a sand castle. Then they wake up.

Serpent searches his gear for the eight-pointed star, a trophy, he brought back from Ulduvai. It is missing. He tells his wife to go back to sleep.

Wogan lights a lantern and finds five headless parrots rather than the usual one... the one he brought back from Ulduvai.

Sindawe awakens and decides, “I need to murder Mitabu and search his gear.”

On deck Serpent asks the night guards, Crazy Jake and Taunya, if they have seen his eight pointed star... possibly floating by or being casually carried by someone mumbling about, “Stars and pipes.” They reply no. Sindawe shows up a short time later and orders Crazy Jake placed under arrest because he is the crewman they are returning to Bloodcove for... and therefore he must be a doppelganger. Several other crewmen claim instead that they are going to Bloodcove to rescue Rucia, Wogan’s apprentice. One crewmen mentions that to Sindawe, who

replies menacingly, “Sounds like we have two dopplegangers on board.” That crewmen quickly places Crazy Jake under arrest.

Sindawe asks Serpent and Wogan if they brought back anything they should not have from Ulduvai. He notes Mitabu’s late arrival. The men only admit to trophies and loot that they agreed upon; all dangerous items were left behind or destroyed.

Serpent activates his *true seeing* crystal to check the ship. He searches his cabin where he is surprised to see his wife holding twins. He only remembers one egg hatching into a child. The crystal reveals both to be serpentfolk babies. Samaritha assures him they have always had twins while moving between him and the children. He nods and departs their cabin.

Back on deck he glowers at crewmen until they find elsewhere to be, then asks his friends, “My wife and I have twins. Does that sound right?”

Sindawe replies, “No, just the one. The second egg hadn’t hatched yet.”

Wogan replies, “One kid sounds right to me. But I drink a lot of rum. And tend not to listen.”

Serpent, with Sindawe and Wogan in tow, walks the ship’s deck, hallways, room, and hold looking for anything out of the ordinary. The cold locker seems ominous to him... a hell scape of ice and souls and devils. But his companions see only a cold locker.

Sindawe takes this opportunity to wake Klangin in the crew quarters. He whispers loudly into her ear, “A witch doctor told me Wogan is in danger and only kisses will save him. Each kiss will earn him another day of life.” She blinks sleep out of her eyes and replies, “What?” Sindawe departs.

Mandohu appears to be a lizard man to Serpent's true seeing monocle (instead of a flying ape) but again his companions see only the *bat of disguise* guise of Mandohu. They begin to wonder what subset of them are the craziest.

They find that their menhir chunks taken as trophies from Ulduvai's Shoggoth Stone are also missing. Sindawe requests a *locate object* spell so Wogan prays for that spell though he protests, "I think we are still dreaming."

Sindawe searches for Rucia with his crystal ball and finds her in a dockside warehouse with its own interior dock and slip. Yellow robed men are painting little sigils (cypher gate style) all over her. One man with pale blue skin and black eyes warns, "We are being watched." A *fog cloud* obscures the room.

The ship gets under way for Bloodcove.

Serpent asks, "If this a dream, Wogan, how do we wake up?"

Wogan replies, "Sindawe slap me." Sindawe slaps him. The pain makes him unprepared for a kiss from Klangin who explains, "It is for your own good." The unclear distinction between truly surreal phenomena and the usual shipboard surreal phenomena leaves the command crew puzzled and distrustful.

The ship has been under way for a while and nothing else seems strange. Wogan casts *locate object*, concentrating on the eight pointed star reasoning it is more distinct than a menhir chunk. He feels a tug toward the below decks, then it fades away. Then another tug from below decks, which fades away by the time he gets below deck. He doggedly keeps at it but does not locate the item though he does narrow it down to the cold locker.

Sindawe orders Serpent and Mitabu to gear up, then Samaritha and Klangin to guard the door. Then he, Mitabu, Serpent, and Wogan enter the cold locker. They find nothing unusual until the dirty tarp Sindawe threw in earlier rises up as if someone tall were underneath. A fight breaks out with an otherworldly snowman.

Pistols, spells, and weapons strike the creature. Sindawe grapples it; the creature does burn and melt from his shirt of immolation. And he takes damage from the cold radiating off the creature. The creature dies from Mitabu's back stab.

The snow creature's remains contain a parchment scrap with Ulduvai runes. Nothing else is found in the cold locker.

Back on deck Samuel tells Sindawe, "Take a look at this."

Scratched into the base of the mast is an eight pointed star. Sindawe says, "Ok, keep looking for more but leave it there for now." He decides all of this might mean the ship is infected.

Sindawe discusses setting fire to the ship and walking away from it all to Wogan, Serpent, and Mitabu. An extra baby, an unfindable eight-pointed star, the carvings, hell scape cold locker, etc... all point to something worse than "they are still dreaming". Worst case, the old timey snake man cult is timing up with the shoggoth... or something like that. It may be time to burn it all down and walk away. No one disagrees, but none are eager for all that implies.

*Back To Bloodcove*

They arrive at Bloodcove where Tommy's friend the dwarven dockmaster provides a slip. Sindawe orders that the ship be put in order for several days dockside, but with an eye toward a quick departure.

Tommy is asked if he and Lil made any friends in the Aspis Consortium. He admits he and Lil might be able to blackmail one or two, so Sindawe asks that they work that angle to acquire information about contacts and shipping to and from Senghor.

Thalios offers to help find the yellow robed men. He reveals that they approached him and claimed to be druids in something called the "Fulvous Cabal." They offered him a "mermaid experience," so he went with them after some drinking. Later he felt things were off so he fled.

Wogan asks more questions about the sigils on Rucia so Sindawe draws them out including where they were drawn on Rucia. Serpent's wife examines the sigil information, while he studiously avoids the fact that they have two babies now. She hazards a guess that Rucia is being prepared to host a shadow creature. Serpent admits to a list of items that he, Wogan, Mitabu and Sindawe remember differently from the rest of the crew, including the babies, the identity of the captured crewman, the number of weird headless parrots, the race of Mandohu, and more. They discuss the possibilities for a while but arrive at no conclusion.

Orders are issued before Sindawe, Serpent, Mitabu, Thalios, Klangin, and Wogan depart to rescue Rucia:

- Tommy and Lil depart to blackmail Aspis Consortium personnel.
- JJ is ordered to scout the hull for sigils, especially eight pointed stars. Several crewmen are assigned to work with him on that detail.

- Samuel is ordered to sand out and paint over any eight pointed stars. He is given silver coins to drive the search by crewmen for additional stars. This of course will back fire and lead to crude imitations but it will keep a handful of crewmen busy AND on board the vessel.
- Orgon and Stoke are ordered to acquire treasure maps, nautical and Senghor in nature, for a cover story. They are given coins to purchase the best fake maps they can find.
- Klangin is ordered to carry the Rat King box until Sindawe orders it opened or destroyed.

Thalios leads them to a bar named the Blood Rot located in a seedier section of town. It is almost abandoned this late in the morning. Gruel cooks in the fireplace. A lone tiefling bartender with gray skin and horns mans the bar. But no yellow robes.

Outside Sindawe locates an urchin and asks, "Have you seen yellow robes?" A small bribe is required to spark the child's memory. He leads them to a warehouse that is plausibly the same place Sindawe spotted in the crystal ball.

Mitabu is sent to scout the place out, while the others wait nearby. He finds a locked door, barred cargo doors, and of course via the water. He and Serpent are sent out to scout for counter surveillance. They find nothing.

### *The Fulvous Cabal*

As they near the door their cypher glyphs burn. Mitabu quickly picks the lock on the warehouse door and they enter. Stacks of boxes and crates form corridors thru the building.

Serpent and Mitabu climb atop the stacks and stealthy shadow the others as they wind their way thru the boxes to arrive at the slip.

Five men in yellow robes stand around a bound Rucia and amidst a circle made of sigil symbols. They are painting sigils on her naked flesh. One has blue skin and black eyes. The others are even mix of Mwangi and Northerners.

The blue skinned one says, "Welcome. Come out and talk."

Sindawe whispers to Mitabu, "OK, sneak off and be ready for murder."

Mitabu slinks away.

Blue skin continues, "I am Narava and I know each of you by reputation. The master wants a vessel to inhabit and wants to enlist your aid in opening the gate."

Sindawe asks more questions about the mission and the awards. The blue skinned man explains the mission vaguely as "go with the master and open the gate" and awards as "he can give you powers, wealth, women or whatever your heart wants".

Rucia yells, "Wogan, get me out of here!"

Wogan answers, "Working on it!"

He waves his *mace of terror* at the cultists; several flee. A cultist casts a spell and Wogan finds the mace too hot to hold. Another casts *faerie fire* on several of the pirates. Narava backs up to the water's edge and sets up a wind wall which Sindawe bulls his way thru to deliver a punch. Klangdin chops a cultist with her great ax. Serpent leaps down from a top the crates to drive an ax into the other cultist. The Fulvous Cabal initiates blasts him and Klangdin back with flames.



Narava leaps out into the water and lands on a lily pad that grows instantly to meet him, then steps further out into the slip using more lily pads. Sindawe uses his monk speed to build up for a long jump that delivers him right onto a surprised Narava. The pair plunge into the water where Sindawe's shirt of immolation boils the blue skinned man. Narava escapes from Sindawe's grapple by turning into water – he shoots to the surface and rejoins the fight in the warehouse.

Wogan moves to Rucia's side and unties her. She disappears for a split second then Wogan's *invisibility purge* brings her back into sight. Serpent kills his opponent with a brilliant ax blow. Narava transforms into water, slips Sindawe's grasp, and leaps back onto the warehouse floor like a water elemental. Sindawe follows close behind. Klangdin takes a *light* spell to the face, blinks thru the stars, and chops her opponent down.

Wogan casts *dispel magic* on Narava's water form; the blue skinned man returns. A *dispel magic* hits Wogan in reply but has no effect. Rucia casts *sanctuary* on Wogan with a "May the blessing of Desna protect you." Her first spell!

Serpent closes with Narava who summons an orb of water that attempts to envelope him and Sindawe. Then he lily pads away. Sindawe attempts a trip and ends up kicking a pillion; his injured foot robs him of some speed. Serpent pursues Narava via lily pad stepping then dodges the aqueous orb he throws at him. Narava runs further away and back up onto the warehouse floor.

Klangdin hands the naked Rucia her cloak, then kisses Wogan with, "This is for your own good!"

Wogan wipes a hand heavily across his mouth. Then *calls lightning* down upon Narava. Another *lightning bolt* strikes Wogan.

Sindawe, followed by Klangdin, pursues Narava. Serpent closes with the man too then is driven back by a fire hose torrent of water that pushes him into the river. Sindawe unleashes a flurry of blows on the man and knocks him unconscious with the *Stabbing Newlywed*.

Klangdin pulls Serpent out of the water while others tie up the unconscious man and the fear tainted cultists.

The man is relieved of his horn lamellar armor, a druid's kit, plus one cloak of protection, 32gp, master work short spear, and a plus one light wooden shield. And a black egg good for inducing shadow demon possession. The other cultists have another 32gp, 4 alchemist fires, 4 smoke sticks, and various mundane equipment.

The crates and boxes are full of exportable plant and animal parts that have been hunted and gathered from the jungles around Bloodcove. The cultists have gathered it all themselves to fuel their druidic activities and pay bills.

Mitabu's absence is noted. A quick search of the warehouse does not locate him.

Narava is revived and questioned. He reveals his master is Tammerhawk, though it is not clear if it was elf wizard or snake man Tammerhawk. Some more questions are asked but the answers arrive in the form of "I believe some crazy shit that doesn't translate to normal people speak."

### *Conclusion – But Not Really*

Wogan leaves with Rucia to escort her back to the ship and return with a long boat and crew with which to loot the warehouse.

Sindawe kills Narava with a punch to the skull. A form of shade and darkness erupts from Narava's flesh to say, "The Master's blessing extends past death."

### *Notes*

<http://pathfinderwiki.com/wiki/Eleder>

<http://pathfinderwiki.com/wiki/Senghor>

<http://pathfinderwiki.com/mediawiki/images/a/a1/Inner`Sea`region`map.jpg>

### Bloodcove

- free Crazy Jake
- dump Rat King
- cut a deal with Aspis Consortium
- get a treasure map for Senghor region

### Senghor

- Hull wood from all ships in the harbor
- Intelligence on Senghor navy
- Intelligence on all ships in harbor, including those going further south with cargoes rather than northbound "raw resources".