

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 04/16/2017

TODAY'S EPISODE: THEY DWELL BELOW

Our heroes and ship sailed south from Bloodcove in search of Elias Tammerhawk and the bounty for his capture, a Shark Cult and ex-wife that killed the Black Dog the pirate, general pirating of the high seas, and other adventures and storylines. Acting on intelligence supplied by the Aspis Consortium our heroes are able to intercept the *Boastful Shaman*, take its cargo (minus a princely bed intended for Port Shaw's governor), and send its heavily dominated captain Alvingham off. The pirates continued their cruise for shakeout and alibi purposes, when they happened upon a ship impaled upon an undersea mountaintop. Aboard they found the captain calmly awaiting rescue. There was treasure on his ship but now it's down below in the seamount. Evidence indicates that some creatures took it with them... after they killed the crew.

Our 8⁺ 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.

Down Below in the Ovoid Chamber

Our heroes descended thru the undersea mountain top, defeated some strangle seaweeds, then entered a Viridian Portal. Once thru that portal, they found themselves inside a manmade Ovoid Chamber. The chamber is heavy on the brass fixtures, including a larger than man sized door on the far wall. A column of glass draws their attention, because the clear liquid inside is now bubbling. Mitabu fusses with the glass column and releases an unpleasant gas into the room.

Everyone fans the air. Mitabu is redirected to work on the doors out of the room – the circular portal is open soon enough. But not before the gas hurts several of them in the old Wisdom stat.

The door opens onto a circular hallway with other circular doors existing off it. Mitabu jams the door open while Serpent checks the hall for tracks.

Mitabu opens another door to reveal a room of nightmares. Various animals and sentient creatures hang from hooks in this room; some of have been cut upon. Wogan identifies the cutting as vivisectionary; all creatures are missing their brains. The far wall is sharp jagged needles of glass and brass. Stone is features in some of the walls, suggesting the chamber is underground.

The gas from the first chamber continues to hiss loudly and assault Sindawe's common sense. Mitabu, Captain Riggs, and Serpent return there to shut it down.

Sindawe and Wogan remain in the vivisection room to look for loot and explore. Wogan casts a *lesser restoration* on Sindawe. Sindawe hears a skittering noise and warns Wogan, "There's something in here with us."

They stand back to back until Sindawe spots a translucent flying creature. He leaps up on a hanging merman corpse and grabs it. It thrashes and flaps in his grasp; it feels hard and mechanical. It is a bat like creature. It spits acid on Sindawe, despite the *shirt of immolation* burning it. He holds it long enough for Serpent and Mitabu to return; Serpent takes over the grapple and Mitabu examines it with Wogan's *protection from energy (acid)* backing him. Mitabu withdraws a small, green gemstone from the creature which does nothing for the creature's disposition. He fiddles with the stone and gets it to project various pictures of the pirates from their time in these alien chambers.

Mitabu works further to deactivate the mechanical creature. It vibrates viciously, then ceases moving at all. The rolb creature is packed away for later... well, then Mitabu removes the acid spitter first that proves to a weapon.

Wogan summons a creature that is used to examine the back wall of jagged glass and brass needles. Nothing is discovered, so they move back to the hall where Mitabu opens another door. The next room is a wreck again with stone, bronze, and glass on the far wall. The floor is a debris field and jagged stone protrusions. Dried blue ichor is found.

They move onto the next door which opens onto a large compartment with the far wall partially made of stone, bronze, and glass. It contains three bizarre, yet immobile forms. Their bodies are patched together with the flesh of many creatures from the vivisectionist room. The long worm like body is supported by two sets of four legs. Blisters on the back seems to hold brains, though many of the brains are ruined by damage to the blisters. Each one has a jade spike in the head. Electricity flows thru the spike and the creature speaks: "I am the Engineer. Your still living flesh will be used to complete the gate. <drool, slurp noise inserted here>"

Serpent attacks upon hearing, "... still living flesh..." He beats the talking brainsectoid with his staff. The creature rears up counterattacks with claws. The other two are awakened by electrical pulses. They attack Wogan. The melee lasts awhile and Sindawe finds that removing the green spikes from the creatures is impossible during combat. One dies quickly. The other two last awhile.

Brain Dome

The next room contains a brass column topped with a glass dome that contains a brain. And there are two more doors out of the room. Wogan casts comprehend languages to read the alien writing on the column – it claims to be some type of brain vending machine.

One of the two doors is humming. Next to it is a flat gold plane that is built into the wall. Mitabu says, “Electricity trap.” Wogan gives him a *protection from energy: electricity* allowing him to disable the trap. But he cannot open the door.

Wogan says, “Hey, that brain dispenser machine is probably full of treasure.”

Mitabu takes a closer look. Some many minutes later he opens it and removes hexagonal pieces of white, crystalline material.

The next room, not thru the humming door, opens onto a large room with several more doors out and several pools of inky black liquid. The liquid is viscous too and is moving; it does not radiate heat. The summoned dog is sent for a swim and it sinks immediately. Sindawe attempts to pull it free of the cold and gloopy liquid. Black leeches latch onto both of them, draining blood and health. Wogan casts *cure disease* on Sindawe, destroying the leeches.

A door slides open and creatures stumble into the room. Despite their alien appearance, it is quickly determined that they are dead and rotting. They attack with blades built into their forearms. Sindawe trips the first and tosses it into the black liquid pool nearby. Captain Riggs cries out, “Mister Handerly!”

Wogan channels positive energy and fries the zombies. Gun fire and melee weapons reduce their ranks further. The Engineer enters the room from the far door. It is eight legged, similar to the brainsectoids from earlier. But this one has chin tentacles and is clearly alive; it casts a spell. Sindawe runs across the catwalk which promptly retracts and drops him into the black

liquid. Wogan *calls lightning* down on the Engineer, zombies and Sindawe. The environment seems to invigorate the lightning. Zombies fry and collapse. The leeches on Sindawe shrivel and die.

Wogan is caught by a moment of doubt. Mitabu shoots a zombie dead.

Serpent starts to take a running jump over the black liquid to attack the Engineer, but decides against it when Wogan cries out, "That's an illusion." So, he kills a few more zombies.

Sindawe dodges past the Engineer's claws and punches – the punch passes thru the creature. Perhaps it is an illusion. Yup, a successful flurry of blows proves it to be an illusion.

Captain Riggs suddenly pushes Wogan into the black liquid! Leeches drain him of blood and health. He climbs out and moves away from the pool, until Captain Riggs runs him thru with a rapier. Serpent and Mitabu flank and attack the charmed Captain Riggs.

Wogan spots a jade sphere in the corner; it swivels about several times then his attention is drawn back to the fight. He cries out a warning to Sindawe, then channels energy to heal Mitabu as Captain Riggs pulls his rapier out of the black pirate's guts. Then Riggs dies from multiple dagger punctures.

Serpent uses *spider climb* to close with the jade sphere. He attacks it with a magic axe and smashes it to bits. Wogan casts invisibility purge and spots a translucent bat mechanical clinging to a wall.

Sindawe opens the northern most door. The room is full of machinery and possibly monstrous mechanical critters. He withdraws. The vivisectionist machine, follows him out. Serpent cuts it heavily with his magic axe as it tries to extract his brain. Sindawe punches it in the

brain causing its programming to reset. It withdraws from the room. Serpent follows it into the room, cuts it once with his axe, then it coils around him tightly. An electrified temple sword blow ends it. Serpent casts a cure light wounds, which only halts some of his many bleeding wounds. Potions of cure don't help either, so he uses spider climb to cross back over the pool to Wogan.

Mitabu sees the Riggs corpse twitch, so he places his pistol to its head and shoots. A black leech crawls out of Riggs' heavy dueling glove. Wogan engages in the fire fight with the translucent bat mechanical; it shoots lightning and he shoots bullets. Mitabu maneuvers for a feint attack on the mechanical. Wogan pushes the Riggs corpse into the pool, then blasts the bat mechanical dead with his blunderbuss.

Mitabu claims Captain Riggs rapier, then he restores the cat walk with a button push. Wogan casts many cure and restoration spells.

The zombie room is investigated. It contains only six zombie vats.

The vivisectionist room is examined thoroughly. It contains tables. They find a staff with gold inlays. Onyx gems, or a similar item, are pulled from the vivisectionist mechanical. This drives them to examine the zombies for valuable alien tech – Wogan finds a lattice of gold wire and an onyx gem in the brain pan... and no brain.

The next door opens onto a glowing grotto. Goo is pumped by pipes into vats. Stuff glows blue. Mitabu checks a vat and narrowly dodges the organic mass inside as it attacks. Everyone runs out. The mass does not follow.

They open yet another door. A large room of glass with a small pedestal at its center with a large ruby (like) gem embedded there. Mitabu is encouraged to check for traps. He does so then pushes the ruby button.

Mechanical items begin to move. A large ovoid table surrounded by six seats... maybe seats surrounding it rises from the floor.

Mitabu says, "Should I remove the ruby now?"

A long discussion leads them to decide, "remove it later." Mitabu removes and pockets it.

They move thru another door. A strange chamber with a machine that covers a long wall – it has buttons made of amethyst. Another door exits this room. The door is made of squishy material that is almost alive, but Mitabu is able to open it. Inside is a small room with a beam of shimmering light that goes thru the floor. Wogan throws a copper coin into the light – the coin slowly descends.

Loot:

- translucent mechanical bat
- green gemstone image capturer
- Acid spitter
- three green gemstone spikes with gold inlays.
- 17 * hexagon pieces of white, crystalline material. One claimed by Wogan.
- Captain Riggs +1 keen rapier. Claimed by Mitabu.

- staff with gold inlays
- lattice of gold wire and an onyx gem * 6, plus more from vivisectionist mechanical. 600Gp in all.

Immediate tasks:

- Shake out run continues for Chainbreaker
- Sell Boastful Shaman's cargo, not at Port Shaw or Eledar.
- Send word to Aspis Consortium.
- A pair of Mwangi slaves are found in Alvingham's quarters. They (Chidike and Kunto) are freed and brought aboard the Chainbreaker. The sixteen years olds are eager for a new life of piracy.
- New home for Rucia

Weird Stuff from last game session:

- Rucia and not Crazy Jake was taken captive by the cult.
- Serpent and Samaritha have twin sons instead of a son and an egg.
- Mandohu appears to be a lizard man to Serpent (instead of a flying gorilla) but again his companions see only the hat of disguise guise of Mandohu.
- The cold locker appears to be a hellscape to Serpent.
- The eight-pointed star is missing.

- Their chaos stone menhir chunks are missing.
- 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.
- Narava, the blue skinned and dark eyed man, works for his master Tammerhawk.

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

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

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

<http://www.mapsofgolarion.com> --- an interactive map!!!

Tasks while in the South

- Capture Tammerhawk or the Serpentfolk that impersonated him
- Shark Cult that done killed Black Dog the Pirate and made him a ghost
- More information on Senghor, Eleder, and Port Shaw
 - Intelligence on Senghor navy
- Hull wood from ships
- Intelligence on all ships in harbor, including those going further south with cargoes rather than north bound "raw resources".
- Keep Aspis Consortium "informed" and paid, so that new intelligence keeps coming.

Notes:

Aspis Consortium:

- “We have a large presence in Eleder but very little in Senghor. Senghor is a large city and trading hub whose leadership is made of a different ethnicity of Mwangi, the Caldaru; they look different. Anyway, their laws don't allow slavery and they turn back any ships with slaves aboard. And the Aspis Consortium doesn't do well there. They have a decent sized navy of several dozen ships and actively fight piracy in their waters (100 nautical miles out). Yet they allow known pirates to dock and trade there.
- On the shipping lanes. Traffic goes north and south. Traffic going south will be bound for Eleder, Senghor, or Port Shaw. Awaiting northbound traffic not going to Bloodcove would be key. Northbound traffic carries:
 - Port Shaw: whale oil, slaves, tobacco, spices, exotic fruits, ivory, other local natural resources (herbal medicines etc.)
 - Eleder: slaves, lumber, gold and gemstones, salt, sugar cane, hemp, ivory, other local natural resources
 - Senghor: the same but no slaves

Southbound traffic carries: tools, books, wheat, cotton, weapons, luxury goods. Port Shaw is on the frontier so less luxury goods and more useful stuff.

- Serpent, Wogan, Mitabu, and Sindawe woo an Aspis Consortium officer using Captain Esteban's letter of introduction.

- “We have agents in Senghor; they could provide information on specific vessels. But being an agent is expensive. Very expensive.”
- Wogan and the man begin haggling. Southbound traffic carrying finished goods, traveling alone and with light traffic. He tells them that the *Boastful Shaman* is leaving Senghor in three days’ time for Port Shaw. Captained by Brock Alvingham.
- Barrison Hargrove, governor of Port Shaw. Loves big beds.
- *Boastful Shaman*. Captain Brock Alvingham. Hull wood. “If you leave us the bed we can tell Barrison Hargrove that it was natives in sloops that got us.” “Hire all new crew – one of yours sold you out.”

Hull Wood

- *Boastful Shaman*. Captain Brock Alvingham.

Gear and loot:

- Sindawe: three recently inked “treasure maps” that Mitabu artificially aged.
- *Chainbreaker*: olive oil (75gp per 5 gallon), metal goods (merchants), armor (good uniform armor for municipal dragoons).