

Reavers on the Seas of Fate - Session Summary 09/03/2017

Today's Episode: Elf Tentacle Temple

Our heroes and ship have docked in Eleder, the capital of Sargava, for piracy information from the Aspis Consortium. There they are hired by nobles, the Tolcrist, to find their missing daughter, Genevieve, who disappeared while sailing with Jacinth Deepwarder, daughter to a Vicount of Eleder. After some due investigation, our heroes have sailed to Dolenta Island where Champagne Morning takes the lead and is sunk by a sperm whale. Most of that crew is killed or evacuated to another vessel, while an away team investigates the island. That investigation finds the island inhabitants worshipping a kraken like statue, engaging in violence, sex and sex-violence, and actively recruiting fresh meat.

Our 8th 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.

The Temple

They approach the temple built into the side of the hill. The tunnel is smooth cut rock leading to a set of doors. Wogan deploys a weasel from his beast box to investigate. It turns violently on Sindawe when he follows it to investigate too. It meets its end from Serpent's staff.

All three pirates hear a voice whispering paranoid rantings directly into their mind. Wogan casts *protection from evil* on himself and Serpent, ending the voices. Sindawe does his best to ignore them. The doors are thrown open by Sindawe despite his vision of a giant sex organ opening... damply.

The next room contains barrels of stale water, some ancient wooden tables, a set of double doors, and a side hallways. The double doors lead to a work shop and laboratory. The workshop is being used to create a sandstone statue of an elf dressed in the style of the Persian King from the movie *300*. The tools are old and dust coated. Serpent brings his shield up just in time to block an attacking giant lizard that had been hidden amongst the bones of the elf statue.

The lizard backs off and spits a line of acid at Serpent who catches it on his shield. Then he buries his attack in the lizard's head, then hacks the lizard further with unnecessarily frenzied blows. They find no other way into the room and it only holds the remains of a wild pig that the lizard was eating.

They move further into the lab: glass and clay vials on shelves, ancient tomes, desks, chairs, and other old stuff. The furniture has an erotic flair. And the chamber enjoys some light thanks to chunks of quartz in the ceiling bringing in outside light. They sweep the chamber but find no monsters. The room does not appear to have been used recently though there is much traffic going through it. The ceiling includes a massive mural, strange and exotic architecture, statues of strangely garbed elves, and so forth.

Another set of double doors is identified by Serpent as "high traffic", so they go through to find a fair amount of blood splatters. They pass through that chamber to another set of double doors. Three chunks of goo tear away from the walls and floors to attack... the pirates are happy to find that it just three feral natives in full camo. The pirates defend themselves viciously. Sindawe beats one senseless then Wogan ends it with a blast from his blunderbuss. Sindawe returns the favor by tripping and throwing Wogan's attacker. Serpent hacks another feral with his ax; blood splashes him liberally but Wogan's *protection from evil* blocks out the evil thoughts. Wogan ends that one too with a pistol shot. The last feral bites Sindawe on the thigh, then it is cut down. Sindawe steels himself to fight off the violent sexual urges that continually flood his mind.

The next set of double doors is thrown open to reveal a large chamber containing four eight tall basalt columns carved into totems surround a diamond shaped pool of blood stained water. Murals of violent and deviant behavior are crudely painted in blood on the walls. Mithral strands connect the totems in the form of a web or faraday cage. Melella is in the pool being eagerly penetrated by a trio of tentacles. Wogan decides against throwing lightning into the pool.

Sindawe pushes through the mithral web after consuming a *potion of airy bubble*. Serpent follows. Wogan stands outside the barrier with pistols at the ready. The tentacles withdraw from Melella, leaving her at the pool's side. Sindawe tries to pull her away from the pool but is interrupted by a huge aquatic creature that emerges from the pool. It is full of toothed maws, eyeballs, and tentacles. The pirates muster their courage in the face of its horrific form. Its tentacles lash out at Sindawe, Serpent, and Melella.

A tentacle brushes Serpent's forehead, clouding his mind and robbing him of some wisdom. Melella, in Sindawe's arms, clings to him lasciviously, restricting his movements, so he bashes her unconscious. Monstrous tentacles lash out again, but do not find purchase. Wogan blasts away with his rail revolver. Those shoots prove useless as does *called lightning*. Serpent and Sindawe find great difficulty striking the creature managing only the occasional blow. Wogan hits it with a *searing light* spell that does wound it. The creature bleeds from many wounds,

then Serpent hits it solidly in an eye with his ax and then bites the nearby flesh. HE DRINKS THICK BLACK BLOOD FROM THE CREATURE LIKE EBONY SEMEN!

Serpent screams in triumph as his intelligence and wisdom is drained further. The creature sinks slowly into the pool. Sindawe sinks to his haunches to wait out Serpent's rage. Wogan casts *purify food and water* on the pool to little effect. The pool is deep. Sindawe decides to dive in and check on the creature's corpse; he finds no signs of regeneration and no treasures. He swims back to the surface.

Wogan digs through the loot piled around the pool:

- Recent offerings from the shipwreck victims: 189gp, ivory cameo (necklace with pictures), bronze bracelet, amethyst, signet ring, and a bronze and sapphire necklace.
- Older offerings, including elfish make and whaling ship: 6 +1 crossbow bolts, +1 natural armor amulet (Besmara), +1 elf curved blade, +1 mithral shirt, magic elf boots, magic elf cloak, bead of force, and a jar. Small valuables totaling 1,209 gp.
- Goods that have rotted.

Wogan uses a healing burst on his companions, including Melella. Sindawe asks her questions but she seems mostly confused and harmless. He wraps her in the elvish cloak and put the elvish boots on her feet. Wogan gives her a quick physical.

Sindawe tears down the mithral strands, leaving one end stuck and tying the other end to the monster corpse in the pool. Some of the metal is left behind as it is stuck firmly in place with a super glue. This nets them 750 gp of the mithral.

The laboratory is looted of valuables and a text there identifies the author as Urthlan (an elf). The island and this lab are an outpost of an elven city called Hot Springs. The cauldron is full of a sticky residue.

The workshop contains large blocks of basalt and other stones. Tools, furnace, anvil, and hundreds of pounds of ores. Wogan finds silver or perhaps mithral. The rest is iron and tin and such.

Other rooms are investigated.

- A bedroom with four poster bed, an armoire, a golden harp with a mushroom stool. The harp cannot be moved and is engraved in common with, "A foolish elf found a clever elf when he looked up high." The armoire contains sixteen sets of elvish men's outfits, including wizard clothes and noble clothes. A white pelt is taken from the bed; Serpent identifies it as winter wolf. The group raids the clothes for something for

Melella to wear. Clever thought does not reveal the harp's secrets, but they find a hidden door that they cannot open.

- The kitchen is covered in a thick grime of ashes and soot. Rusty utensils and pots litter the room.
- A barracks includes six beds, fouled bedding, and a pair of dead ferals. Everything has been ravaged by time, and “good times.”

Back To The Beach

They take the easily transported loot and walk to the beach. They find Jacinth, an ex-slave warrior, and Jacinth's semi-feral rescued friends resting on the beach.

Jacinth asks what happened in the temple. She offers to help translate the tomes and ledgers, then to buy them.

The *Iron Bastion* is beached on the island. It is used for parts to repair the *Champagne Morning*. Its hold is used to house the natives who are settled on the island. Sindawe and Wogan show Jacinth the laboratory, bedroom and other chambers in the temple. She is able to identify the potions and the jar's contents and is rewarded with an *invisibility* potion. The ex-slaves are used to carry out the tomes, ledgers, ores, remaining noble outfits, and elf desks. Serpent succumbs to exhaustion after 10 hours.

It takes three days and nights to harvest the loot, repair the *Champagne Morning*, and carry the heavy loot down to the beach.

Lavender Lil and Wogan figure out the harp's secret and open another room containing a wand on a pedestal, a longbow on a pedestal, and a iron bound chest. Wogan enters the room and is greeted by an undead, “How is it going?”

The undead is bound to the room by Urthlan to guard his vault. They return the next day after a new round of spells are used to recover Serpent's intelligence and wisdom. They reenter Urthlan's treasure room. Serpent takes the lead, attacking the undead most uncivilly with his ax. Then it teleports them to three separate random locations. Doh!

Loot:

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- Older offerings, including elfish make and whaling ship: 6 +1 crossbow bolts, +1 natural armor amulet (Besmara), +1 elf curved blade, +1 mithral shirt, magic elf boots, magic elf cloak, bead of force, and a jar of super glue. Small valuables totaling 1,209 gp.
- Laboratory: three potions (blur and displacement), tomes and ledgers in elven (mostly about planar knowledges), a magic leatherbound book (screaming demon on the front cover – fiend binder's guide to the diabolic), and exotic furniture (elven manufacture and still in good condition).
- Workshop – mithral ore blocks (7*100 gp)
- Bedroom – five rich elf outfits (550gp), a winter wolf pelt (175gp).
- The elf books and ledgers are sold to Jacinth's family in return for her additional knowledge on the location of the elf city, Hot Springs.
- The elf desks are kept for the ship's map room.
- The black root (maht) – three days of harvesting

The fate of Jacinth's friends:

- Dead: Maximilian by a punji stake pit.

Immediate tasks:

- A pair of Mwangi slaves are found in Alvingham's quarters. They (Chidike and Kunto) are freed and brought aboard the Chainbreaker. The sixteen-year olds are eager for a new life of piracy.
- New home for Rucia
- Find new home for Iron Bastion ex-slaves
- Rescue Tolcrist's daughter from Elf Island.