

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 12/10/2017

TODAY'S EPISODE: OMARU'S WILDERNESS

Our heroes and their vessel have entered the Wendo World in search of Mama Watanna's brush, mirror, and comb which are held by her co-workers: Pele, Omaru, and Lo Lulu. If our heroes recover said items they can return to the real world and enjoy absolutely no earthly rewards. They found a volcano laden island where they met Pele and traded for Mama's mirror. Then off to see Omaru in the upside down land of sky islands past the edge of the world.

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).

Omaru, The One Mighty and Strong, Dweller in the Wilderness, Keeper of the Brush

Serpent, Wogan, and Sindawe leave orders to the crew: repair the ship and use the cannon on anything that appears to be attacking. Then they climb over the rail and descend to the jungle floor, leaving their ship atop a 30' tall tree of formidable girth.

Once there they consult the gris-gris given them by Kindo Kane, The One Who Stands At The Gate, then head off in that direction, noting that the jungle floor is strangely park-like. Wildlife takes flight from them, except for a lone black bear that watches them pass. Serpent, the party's resident druid, explains that the jungle bear eats insects, honey, and fruit. They leave it be.

Later a heavily muscled Mwangi man greets them at a distance in a deep voice, "Hello."

He has long green hair and a grass skirt. "Why are you here?"

Sindawe explains, "We are here for Mama Watanna's brush."

“*Ob, that thing. A nuisance really.*” He appraises the group, gestures, and a great boar emerges from the undergrowth. The great beast approaches the pirates then collapses and transforms into a giant brush (40lbs). Serpent says, “Thank you” and picks it up.

Omaru brags about his kingdom and its many, many variations. The pirates politely agree, say their good byes, and withdraw.

LIKE PIRATES OF THE CARIBBEAN BUT EVEN MORE PAINFUL

Returning to the ship they hear murder guns firing. All of them run toward the noise. Sindawe arrives first to find the ground around their ship’s tree littered with fist sized stones. They grow pincers and legs; most rush at Sindawe who withdraws back toward his companions while shouting, “Swarms! Use lightning!” Once in sight, he holds his ground and lets the swarms catch him. Wogan uses a *fireball* just before the swarms swarm Sindawe. The *fireball* kills some but not all. A rock crab burrows in Sindawe who cuts it out as a *call lightning* spell from Serpent destroys more rock crabs.

They rush toward the ship where the gun fire and screams continue. Serpent continues his *call lightning* and is joined by Wogan’s same spell. They switch targets to other swarms rushing them on the ground. Sindawe climbs a dangling rope as the ship lifts off from the tree. He spies more swarms climbing the hull and swings his rope, brushing off a swarm into the branches and ground below, while taking at least several branch hits himself.

The swarms on the ground climb over Wogan and Serpent who pull away again and again and continue attacking with lightning. Sindawe drops from his rope to escape an attacking swarm, landing gently on the jungle floor. Wogan destroys the grounded swarms giving everyone a chance to destroy the burrowers. Sindawe cuts one out of Serpent who cuts one out of Wogan.

The ship eventually returns for them after Mitabu's bombs destroy the swarms aboard the ship. Wogan uses *gaseous form* (potion) to return to the vessel; Sindawe and Serpent must climb and jump for ropes. Wogan recovers control of the ship. Tasty Mike demands, "Prove you are not dopplegangers!" They do so.

Wogan and Serpent charge the ship's battery with their remaining *call lightning* charges and the ship is sailed through the air back to the planetary disc. Once there the sails are trimmed and everyone breathes a sigh of relief. The sun remains set at midafternoon.

On Weirder Tides

The gris-gris points thataway and the ship sails thataway. After several hours Prand yells, "Ship!" The vessel comes into a view; it is a massive longship with dragon's head prow and massive sails filled with wind but not in the direction the wind is blowing. Orders are given to, "Sail wide of that!" The ship's bard is consulted but cannot identify the longship or its owners. It disappears in the distance as they sail away.

Following the gris-gris' pointing they enter an area filled with mist. Pirro the lookout shouts, "Rocks!" The ship's speed is cut and stopped. Jagged rocks and looming reefs are barely seen through the fog. Wogan dons the *Goz mask* which cuts thru the fog; he barks orders and the ship sails on. The ship moves slowly and confidently thanks to Wogan's mist free vision.

Crewman Dum-Dum says, "There's a light over there!" Wogan uses a spy glass to see a merchant vessel ran aground on a dead reef; a single lighted lantern hangs from its mast. They sail closer until a green mist attacks from the ship; then they stop and battle it. Green mist attacks from the fore and aft. Pirates attack back.

During the fight Sindawe spots a quartet of cute little grappling hooks appear on the railing. Four ugly gnomes with mustaches clamber up the ropes. One is punched and stunned as it reaches the railing; it falls backward into the sea. The others grow to ogre size declaring, "You will regret that!" Sindawe stuns another and pummels a third repeatedly with fist and foot. The remaining unstunned ones flank for backstabbery but

miss. The stunned one recovers just in time to die from a punch followed shortly by another. The last gnome fights on until punched unconscious by Sindawe.

The pirates fight the fog and have visions of figures in the fog. A tentacle of green grabs Serpent to drain life force (2rpts). It misses and fails to grab Serpent, then oozes thru shutters into the cabins where his wife and children are. He chases it down below and destroys it with help from Hapshetsut.

A cyclops appears on deck; it is attacked by pirates led by Klangdin. Its first attack misses, then it employees a re-roll power. Its ax slices Klangdin who replies with a successful ax blow and a bite. More blows are exchanged but Klangdin stands!

Wogan shoots at the mist on the foredeck. Pirate crewmen throw themselves at it but their attacks pass through it. Wogan keeps shooting it, exhausting his magic guns, then ends it with several blows from his mace of terror.

The dead are thrown overboard while Wogan heals a dying crewmen. The gnome prisoner is hung from the yard arm and revived. He screams about the Bone Collector and how mighty she is and how all the pirates will die. DIE! A bit of torture and imaginative threats forces the gnome to reveal that the “bone collector” is aboard the wrecked merchantman, she casts spells, she controls her minions, and she has a long tongue.

A longboat is launched to investigate the wrecked merchantman, manned by: Pirro, Billy Breadbasket, Clubbreaker Cordell, Stoke, Sindawe, Serpent, and Wogan. They paddle across guided by Wogan's *Goz mask*. The longboat is tied off; the officers go aboard. They swept the 100' length of decks. A collapsed mast and sail cover the forward deck. They descend a gangway to the aft part of the ship where they immediately encounter a huge array of bone art... it is like the lobby of a Cracker Barrel but everything made of bones!

They advance toward the forward section as fog rises. A hunchbacked crone emerges from the head, towers over them and attacks! Its green and cracked skin splits wider as it smiles. Wogan spots it and cries out! The pirates attack as the bone collector bites and tears Wogan's flesh. And drags him back into the head. And

closes the door. The other pirates throw the door open and Sindawe grapples her as she drags Wogan further away through a hole in the floor. Serpent leaps after them...