

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 01/21/2018

### TODAY'S EPISODE: MAMA WATANNA'S THANKS

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 fellow gods: Pele, Omaru, and Lo Lulu. If our heroes recover said items they can return to the real world. They have recovered the mirror and brush, leaving only the comb. However, Lo Lulu wants our heroes as permanent "guests" in his domain.

Our 8<sup>th</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).

#### *LO LULU, THE NIGHT LORD, KEEPER OF THE COMB*

Lo Lulu snaps his finger summoning four juju zombies carrying a monstrous sized comb weighing 150 pounds, "You'll be carrying this comb! Here! Forever!"

Undead dancers stand nearby waiting. Spiky, skeletal spiders wait too. The pirates seek an exit and seize upon two large iron doors in the floor. They dance to distract and move the dancers clear of the first door; they open the door to reveal... several pits with more spiky, skeletal spiders. They leap upon the pirates inflicting awful wounds and penalties. The monsters suffer no real damage in return and fast heal. And the ground around those monsters breaks and splits, making movement difficult.

The pirates switch to bashing weapons; the zombie dancers dance in appreciation or despair of the fight. One skelespider takes a healing spell from Wogan's wand. The other slowly succumbs to pirate bludgeoning attacks, then heals its broken parts back together until Wogan touches it with a healing spell, destroying it.

The ground softens beneath their feet and turns to mud; the pirates sink in hip deep (-2 to hit, -2 to AC, and speed reduced to 5'). Another pair of skele spiders approach pirates from the direction of the other iron door. The mud even sinks the nearby iron door. The skele spiders are not impeded by the mud; they easily move across its surface. The skele spiders hand the pirates their asses, trapping two pirates in the mud up to their necks. Sindawe works his way to the mud pit edge and climbs out. Wogan uses a *healing burst* on his allies. Serpent quaffs a potion. Two skele spiders continue their attacks while the third maintains the mud. Sindawe beats one to near splinters and Wogan ends it with a healing spell.

The skele spider not fighting changes gestures; the mud is replaced with stone spikes that jut out of the floor, forming a minefield of caltrops. Sindawe steps on the nearby corpse and leaps upon the skele spider biting at Serpent's exposed head. The zombie dancers are actively jamming their way into the stone spiked area, tearing their flesh in the process.

The slow beat down of one skele spider is started by Sindawe. Wogan moves closer to Serpent, cutting himself on the stone spikes (half speed), then uses a healing burst to harm the undead in a 30' radius around him. A cylinder of stone rises up around Wogan; this is followed by a section of the stone cave overhead breaking loose upon him. Wogan fires a gun at the last standing skele spider. Sindawe helps pull Serpent clear of his stone prison as the Ulfen uses snake totem transformation to wiggle free.

The last standing skele spider collapses more ceiling on Wogan, then leaps upon the poor pirate by merging with the stone floor and sneaking up on him. Wogan heals himself with a *cure critical* (stored in the Rain Tiger). The other skele spider self heals and bites Serpent to staggered. Sindawe destroys that one; Serpent heals himself.

Sindawe crosses the stone spiked floor, cutting himself several times, to reach the skele spider attacking Wogan. Serpent concentrates on healing himself. Wogan uses a healing burst again, several dancers are caught in the healing burst. They transform into pure energy that escapes the chamber.

Lo Lulu yells, "Insolent fools! I'll destroy you all!"

The last skelespider flails and bites Wogan, but the man remains standing. Serpent plunges through the stony spikes to arrive at a flanking position on the skelespider. They end it together.

The hundreds of dancers continue pushing their way through the spike stones.

Wogan realizes his positive energy can free the damned dancers of Lo Lulu's court. He demands of Lo Lulu, "Let us go! Or I will continue freeing your slaves!"

Lo Lulu waves a hand and a section of wall opens up, "Very well! Go!"

Serpent snatches up the dropped comb as the trio head for the gap in the wall.

Serpent stands up with the comb across his back to be confronted by an elven woman that was killed indirectly by his hand. She begs him, "Free me from this place!"

He replies, "I don't think I can."

Wogan shouts at him, "Positive energy does the trick!"

Serpent casts *cure light wounds* on her; she starts to ripple and transform. Lo Lulu shouts, "Leave now!" They skedaddle, not wanting to see what other threats he might bring to bear upon them.

### *OUT FROM THE LAND OF THE DEAD*

The trio emerge onto a rock hill next to a stony pier. The music dies with the stone wall sealing closed behind them. They run down the pier to the docked ship's boat. From there they row back to their ship, the *Chainbreaker*, where they are greeted by the crew. The ship's boat is mounted back on deck.

The sun sinks beneath the horizon and there is a green flash. The ship begins to sink in the water. The crew runs around madly in panic and/or secure items as the ship sinks, then settles against the spiky sea bed. As before, the waters close over them but the crew finds themselves able to breathe it.

The officers order Mama Watanna's brush and mirror brought up on a deck to join the comb. Everyone becomes aware of a lone female figure walking toward them; Sindawe recognizes her as Mama Watanna. She stops short of the ship and smiles.



Sindawe orders a ladder dropped over the side and shouts, "Welcome aboard."

She boards and says, "Thank you!" She gestures at her belongs which shrink to normal. She picks them and pockets them in a bag at her waist.

She says, "You have done me a service! The sea will be with you when you need it."

Sindawe says, "Thank you." He bows. He orders the others, "Kneel, dogs!"

She says, "It is time to return to the real world! Where do you want to be?"

The officers confer and decide on Port Shaw on the Razor Coast, their eventual destination. No sense performing a long voyage if you can just skip to the end!

She nods and takes Sindawe below to the map room, where they bang.

She clutches his gris-gris, which changes to have her symbols upon it. “Keep this for the great battle I see for you.” Sindawe nods.

### *OUT FROM THE SPIRIT REALM*

The ship breaks the surface. The water in the hold drains away mystically, as does Mama Watanna from the map room. Everything is dry, if a bit damp.

The pirates take in the view as a tropical heat washes over them. The waters are the calm and blue of a bay. In the distance is a town, behind that is a mountain with might cliffs. Gulls cry out. They sail for the piers and the town becomes clearer. It is a walled place with plantations on the edges. A large fort sits upon a nearby hill.

Native war canoes, fishing boats, merchant vessels, whaling barges, a five masted war ship, and more are in the bay or moored at the piers.

Wogan says, “How long have we been in the spirit realm?” Several crewmen overhear him and begin to wail.

Sindawe yells at them, then issues orders to get the ship docked.