

REAYERS ON THE SEAS OF FATE - SESSION SUMMARY 02/03/2019

TODAY'S EPISODE: CHERRY BOMB

Our heroes and their vessel sailed into Port Shaw where they have embroiled themselves in uncovering a wereshark cult, a shadow dimension cult, child disappearances, and an labyrinth of other plots. After a while they decide to pursue the shark cultists and Garr Bloodbane's Treasure. This leads our heroes to the nearby swamps for leads. After breaking some heads they resolve to return to Port Shaw and sail for the last location of the *Albatross*, a Dragoon / Port Shaw military vessel, and Falken Drango's own pirate vessel the *Night Slink*. Both vessels have "disappeared". Of course, our heroes own pirate crew have been up to their own skullduggery, which has forced a slight detour to round them for the treasure voyage. Turns out a trio of those MIA's have been charmed by a barghest into helping with its "build a bomb underneath the Gozreh Church" plan. This leads to a dead barghest and some dead demons but no explosions... yet.

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).

The Stinger

Our heroes are in the dead barghest's sewer lair. Their de-charmed crewmen Luca has indicated that several more crewmen are deeper inside the complex. The pirates study a trapped hallway that is the only path to "deeper inside". They eventually end up rushing a room in that hallway to confront a really, really big scorpion. It poisons Wogan with its stinger than endures

the chopping, punching and shooting attacks of the pirates. Luca waits outside quietly. Serpent is grabbed up, forcing everyone to fight it to the bitter end. Everyone except Luca is horribly poisoned. Wogan is unconscious, Sindawe is standing thanks to a *delay poison* potion, and Serpent successfully saved against the poison.

They drag Wogan back to the bomb room and look at it. Serpent grabs a sewer lizard and casts *animal messenger* on it while Sindawe writes out a note:

Zalen - Greetings from Sindawe, Serpent, and Wogan. Have discovered bomb/mine below your church. Leave premises immediately. We will join you at Dragoon Fortress. Poisoned and heavily injured. Good luck. Demons still in charge of bombs.

The lizard messenger is released; it climbs upward and out of sight. The pirates turn their attention to the bombs. Sindawe argues for leaving; Serpent argues for staying and disarming it. Sindawe agrees.

They spend an hour moving barrels to access those laced with alchemist's fire before taking a break. During the break, Serpent and Sindawe hear quiet footsteps from outside the bomb room. Sindawe activates his *bat of disguise* to look like the barghest's hobgoblin form, then steps out into the hallway.

He sees a bruised human woman wearing a dirty dress. She shrieks and runs away upon sighting Sindawe the hobgoblin. Sindawe returns to the room in time to see a pair of demon types teleport into the room. They are emaciated, almost skeletal humanoids dripping black liquid and carrying bone spears. Luca shoots one but does not hurt it. Sindawe's disguise does not fool the demons; one goes after him and the other after Serpent. The demons' skins weep acid. A flanking movement allows them to kill one of the demons.

Blacktop Bill and Courtland run into the room shrieking and waving torches. They run at the barrels, clearly intent on detonation. Both unerringly move up to barrels containing alchemist's fire and begin prying them open. Luca tackles Courtland to the ground, rises and stabs him through with a rapier.

The remaining demon casts *darkness* which lowers the light level in the room (20% miss chance). Sindawe punches the demon. A bruised woman in a dirty dress appears behind him. She demands, "Drop your weapon!" He does so. They kiss passionately and he is bestowed with a negative level.

The skeletal demon attacks and misses Sindawe, who sweeps Serpent's legs out from under him, then trips and pummels the succubus. She hypnotizes him immediately and completely. Until he lies atop her and kisses her. His life force drains but his will wins out. He rolls off her, snatches up Wogan's hat, and slaps it down on Serpent's head. Serpent's will wins out. Sindawe's will fails against the succubus' *charm monster* spell.

Luca runs his rapier through Courtland again, then dodges several spear thrusts from the demon. He stabs at Blacktop Bill but misses. The demon does not miss him – the spear thrust nearly ends him.

Serpent beats on the succubus with his orichalcum staff. The demon comes to the succubus' rescue. Sindawe tries to get between Serpent and the succubus, because clearly this has been a massive misunderstanding. Serpent falls to her next *charm monster* spell; he stops attacking and retrieves his axe.

The succubus orders the spear toting demon to stop attacking. It does so. Blacktop Bill's next torch bash breaks the alchemist fire inside the barrel he's been beating on. That barrel explodes, as do the next three barrels closest to it. Everyone perishes in flaming Armageddon.

Rewind...

Wogan spends his remaining Infamy Point gold coin to alter the outcome. Gozreh himself intervenes. It rains heavily in the room, flooding the room, ending the chain reaction of explosions, and snapping Sindawe and Serpent free from their charm. Sindawe trips the succubus and drops her Serpent's feet, where both men rain kicks and axe blows on her.

The baubau demon stabs at Serpent, then teleports out. Sindawe ends the succubus' life with a stunning blow followed by repeated kicks to her reproductive areas. Luca wrestles Blacktop Bill down until the *charm monster* is broken by the succubus' death.

Blacktop Bill describes how he and Courtland were kept in another section of the lair full of ale casks and cages. But he doesn't know of another way out. Serpent uses one of Wogan's wands to heal Courtland back to consciousness.

Sindawe leads the trio of pirate crewmen and the unconscious Wogan out of the sewers, leaving Serpent behind to continue deactivating the barrels. Sindawe's group makes it out of the sewers and to the street. There they hire a turnip wagon to haul their sewer covered bodies to Fort Stormshield with just minutes to spare before Sindawe's *delay poison* wears off.

Sindawe yells up to the dragoon guarding the gate, "I am Captain Sindawe, here to see the Priest Zalen and report an explosives cache at the corner of Enslaved Local and Rapey Noble."

Many minutes pass before they are let inside. Dragoons and Zalen the priest are there. Sindawe explains with his last breath, “We have been poisoned by a really, really big scorpion.”

Zalen delivers a *neutralize poison* to Sindawe, then *lesser restorations* to Wogan.

Commander Bonaduce demands to know more about the bomb. Sindawe tells him, “Yes, there’s a huge cache of whale oil and explosives in the sewers beneath the Gozreh Church. My best man, Serpent, stayed behind to defuse as many as he could.”