

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 03/17/2019

TODAY'S EPISODE: HIT SQUAD

Our heroes and their vessel sailed into Port Shaw where they have embroiled themselves in local horror stories before deciding to chase a pirate legend's treasure cache. They round up their crew and come up three short. The missing trio is found in a sewer lair belonging to a barghest, succubus and their many, many monsters, minions, and pets. After killing those creatures off a brave Serpent stays behind to disarm a massive bomb beneath the Gozreh Church, while the rest of the pirates head to Fort Stormshield to warn the Dragoons and see if the Bishop Zalen escaped from the possible blast site.

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).

Fort Stormshield

Sindawe, Wogan, and their trio of pirate crewmen are drug inside Fort Stormshield by dragoons. Zalen delivers a *neutralize poison* to Sindawe, then *lesser restorations* to Wogan.

Commander Bonaduce demands to know more about the mine.

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."

Wogan joins in and the pair are able to convince commander Gregory Bonedeuce that is worth sending a patrol to investigate. Upon understanding that Serpent looks like an unsavory barbarian he agrees to send Wogan and Sindawe with the patrol to a prevent friendly fire incident.

Zalen heals the wounded pirates further with positive energy bursts.

The pirates leave Fort Stormshield with a dragoon patrol. Sindawe orders the pirate crewmen to head back to the ship. Wogan tells them, "No side trips!" The trio head off quickly. Zalen accompanies them for a short time before begging off, "I need to go make sure the church isn't being looted. I'll stay outside just in case the bomb goes off."

The dragoon patrol's sergeant listens to Wogan's description of the location and offers, "Sounds like one of the city's emergency depots. I can get us in through the main entry hatch so we don't have to swim through raw sewage."

Sindawe agrees, adding, "Yes, that sounds good. Remember, we didn't get to that entrance, so there might be traps or monsters still active in that area."

The sergeant replies, "This better not be a prank."

The sergeant leads them to a guard station. Foul smelling gas is pouring from the barred windows of that guard station. The sergeant orders weapons loaded as guards spill out of the station.

One reports, "A little ugly creature showed up and stunk up the place before we drove it off."

The sergeant orders a dragoon inside to investigate. The man emerges a little while later reporting all clear before getting violently sick.

The group lets the *stinking cloud* clear then enters. The guard station has sleeping quarters, a small cell, and a barred and gated entrance to the underground. Everyone stands around the dead dretch discussing what it is.

The sergeant orders the underground entrance unlocked. The patrol leads the way down a circular stair with Wogan and Sindawe following. Chains hang down the center, clearly it is designed to raise and lower cargo. Sindawe keeps reminding the patrol, “Remember, there might be more monsters down there. And our friend in the green dragon helmet.”

LivePD Port Shaw

Serpent is disarming another bomb when his uncanny dodge saves him from an invisible quasit clawing at his eyes. Serpent dodges back, draws an axe, and fends off the quasits next attack. The quasit dies from a series of axe hits.

The dragoon patrol reaches another security door, barred and locked. The sergeant explains that the security complex was built back in the days of imminent threat of invasion but just locked down when the threat passed. Wogan and Sindawe feel a twinge of pain from the orichalcum cypher glyphs under their skin. They share a knowing look and grasp their orichalcum weapons.

Serpent feels the same twinge from his cypher glyph. He spots a slender feminine form as it slips into the room. It wears a porcelain mask, black leather corset, skirt, and beret. Its body is riddled with lancelets. It pauses to pull a trio of lancelets from its own flesh and flings them heartily at Serpent, piercing him once. Serpent charges and lands an axe hit.

The dragoons unlock the security door, open and enter. Wogan and Sindawe follow close behind. They arrive at the bomb room where Serpent battles with the lancelet throwing woman. The sergeant orders, "You two! Drop your weapons and lie down on the ground."

Sindawe is staggered by the phantom's staggering gaze as he charges the melee. Serpent switches to his orichalcum staff in time to smash the phantom as it leaps overhead and toward the dragoons. Upon landing it gazes at the dragoons, staggering them, and then unleashes a blast of lawful energy that hurts everyone except Sindawe and one of the dragoons.

Serpent runs after the phantom. Wogan does the same from the opposite direction, reaching it first, and touching it with a maximized *inflict critical wounds*. The phantom reels backward, screaming silently.

The dragoon sergeant charges while drawing his longsword. Another dragoon shoots her musket, missing; the shot ricochets off into the distance. Sindawe stagger runs up to it. The phantom pulls several lancelets and then sprays the pirates surrounding it with a lancelets fired from its flesh. It runs taking a hit from Serpent's orichalcum staff and gets amidst the dragoons. Serpent chases after it once more and kills it with another blow.

The phantom dies, splintering into smaller and smaller bits until it disappears.

Cleanup

Serpent demands help from the dragoons disarming the bombs while the dragoon sergeant yells orders and demands, "You told me there was just sewer goblins down here!" Sindawe

shrugs, then replies, “Your men best listen to Serpent on how to disarm these things. Breaking them open is just going to set them off.”

The dragoons and pirates work together to empty the whale oil into the sewers. The pirates grab more than few alchemist fires from the bomb innards, plus the phantom’s leather corset. They also recover a half dozen lancelets.

Wogan asks Sindawe and Serpent, “Do you think Tammerhawk sent that phantom after us? It and the quasit that attacked Serpent? They didn’t show up when we were here earlier.”

The pirates investigate the rest of the lair while the dragoons poke at the emperor scorpion’s corpse. They find the succubus’ bedchamber; it contains large cages, crates, and barrels. The containers are mostly empty, their contents dried out. One crate still contains red wine bottles; eighteen are intact. Everyone, dragoons and pirates, grab two bottles apiece. They also find a receipt for sale of alchemist fire; seller “some alchemist” and buyer “Tanya the pretty”.

Sindawe hunches over to enter a drainage pipeline. He finds a drain overhead that is draining a very strong chemical mixture. The dragoons agree that Sagacious Samuel’s is overhead. The pirates wonder at how much waste a single alchemist produces.

Saving Zalen

The sergeant extracts a bribe from the pirates before leading them back out of the storage site. One of the dragoons in the guard house watching the sewer entrance discharges his gun at them before realizing it is not a monster.

The patrol heads back to the fortress. The pirates search the church perimeter for Zalen because they know there's a hit team looking for him. They find Zalen surrounded by a small crowd waiting for him to street preach. He tells them to leave and they chant back, "No, tell us the word!"

Serpent waves at him; Zalen waves back. Sindawe scans the crowd for assassins. A barrage of arrows flies down from a roof top to the left, hitting Zalen. Several arrows glance off his breastplate, several more penetrate. The crowd scatters.

Sindawe places himself next to Zalen, waiting for further attacks. A magically fast halfling leaps at Zalen's back with a pair of drawn short swords. The previously invisible halfling hits three times, horribly wounding the flat footed priest. Sindawe is perturbed that another assassin has reached Zalen. Serpent gives himself a climb speed, climbs the roof where the sniper lurks.

Another assassin emerges from the crowd, makes Sindawe flat footed and smashes him with a heavy club. Sindawe turns to confront what is clearly a hobgoblin beneath the cloak. Another volley of arrows flies at Zalen; one misses, one is deflected and one delivers a minor hit. Zalen channels positive energy healing himself and Sindawe. Wogan runs through some of the crowd to shot the hobgoblin.

Sindawe uses a flurry of blows and mostly misses the hobgoblin. The hasted halfling continues attacking Zalen, delivering hits but no sneak attacks. Sindawe leads with a trip, dropping the hobgoblin prone, then kicks him a number of times. The hobgoblin's club misses Sindawe. Zalen hits the halfling with a *wind blast* spell; the halfling's hair is heavily mussed up but he is otherwise unbothered. The halfling assassin's short swords draw a bit more blood from Zalen.

Zalen counterattacks with his trident. Wogan casts *bold person* on the hobgoblin but the creature shakes it off.

Serpent gains the top of the building, bringing the elven woman archer into sight. She spots him immediately; he attacks her with his axe. Her dire rat animal companion bites at him while she stabs at him with her rapier. The pair exchange wounds until the elf decides to run, aided by a *longstrider* spell. She turns to fire another arrow into Serpent's chest while he ends her pet's life. She moves further away and fires again, landing an arrow in his collar bone (2 STR, 2 DEX damage).

Sindawe stomps the hobgoblin's head into paste, ending it. The halfling runs for it, dashing eighty feet away, through the crowd and up a beam setting at a 45 degree angle. Zalen casts *air walk* on Sindawe who gives chase. Wogan hits the halfling with a pistol shot.

The halfling, showing great skill, runs along the roof tops, leaping between buildings, while shouting at his companion, "Fire and run! Let's get out of here!"

Serpent runs after the elven archer and chops her once with his axe. The archer pivots to put Serpent into flanking position for the halfling. Sindawe closes with the trio and puts the halfling in flanking too. The halfling hits Serpent once (17pts and 4pts bleed). Serpent hits the elf several times with his axe; she still stands.

Wogan and Zalen calm the crowd, remarking to each other, "I wonder when they'll be back."

Wogan robs the dead hobgoblin.

The elven ranger stabs Serpent with her rapier, causing some minor wounds. Sindawe hits the halfling with a flurry of nonlethal strikes (74 pts); the halfling collapses. Serpent's ax shatters the elf's lower jaw, then smashes her head to goo.

Loot: Elf's magic - +1 long bow, efficient quiver, +1 mithral shirt, and wand of cure light wounds (27 charges). Hobgoblin - +1 great club, +1 stealth chainmail, and +1 cloak of resistance. Halfling - 2 short swords, +1 leather armor, masterwork sling (in underwear), dark vision potion (tapped to his lower back). 44 gp (pocketed by Wogan), 27 gp, 100 gp emerald/silver hair clip, 200 gp choker (platinum and ruby).

Conclusion

The trio of pirates head to the Lavender Feather brothel with an unconscious halfling slung over Serpent's shoulder. It being an ex-Chelaxian town, no one is concerned about the fate of a lone halfling.