

REAYERS ON THE SEAS OF FATE - SESSION SUMMARY 09/29/2019

TODAY'S EPISODE: MUMMIES AND MASKS

Our heroes and their vessel have sailed to the Veiled Isle in search of a city made of gold. The island is rings of beach, jungle, swamp, then a lake. At the center of the lake is a volcanic caldera with a so-called "city of gold" on one edge. The larger island is inhabited by girallons, their green orc slaves, and their girallon vampire queen. Naturally, these folks view the pirates as snacks which lead to multiple fights. The pirates slaughtered their way through girallons and orcs, then sailed across the lake to the city of gold. Just as night descended they fought a few golems in the immediate area and then another battle with the girallon vampire queen.

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).

They Camp for the Night

It is the pirate's fifth night on the Veild Isle. The away party has been reduced to:

- Greedy Gull crew: Four sailors and two officers - Demented Dubb, Captain Smiles.
The rest of the sailors are dead.
- Chainbreaker crew: Captain Razor, Wogan, Serpent, Saluthra, Sindawe, Mandohu, Old Lizard, and Mitabu. Luca the Chelish Sniper is dead.

The pirates have spent the first several hours of night fighting monsters in the temple (win), then descending the stairs to explore an uncovered subterranean area, where they fought

zombies, a devourer, and the vampire queen (draw), and then decided to camp after clearing the camp of vermin in the form of cockatrices.

The lizard people in the away party eat the dead cockatrices for dinner, while most of the humans gulp down some rations and settle down for a well-deserved night's sleep. Sindawe and Dubb stand guard first.

Dubb spends the watch restoring her tattoos, then shaves her head. Sindawe breaks out his toiletry kit and takes care of his mustache and goatee.

Second watch is Mitabu and the lizard men.

Third watch is Serpent and Bethany. They swap stories – Serpent of Ulfen tales from the north, Bethany of the Razor Coast. Their conversation ends abruptly when they spot a pool of water quietly enveloping Captain Sindawe.

Serpent has to spend one of his fate points (very difficult to earn) to prevent the ochre jelly from coup de grace-ing Sindawe with a “enter his lungs” move, and by chopping it with his ax just short of cutting in to the sleeping Sindawe. Captain Sindawe awakens to burning acid (18pts) all over his body. Captain Razor stabs the jelly with her rapier, breaking it into two monsters. More pirates awaken.

Serpent's attacks split it again, leaving four jellies on the battlefield. Sindawe's magic temple sword does the same. Seven jellies are now oozing around. Demented Dubb kills one with her magic war hammer. Serpent kills several more with the flat of his ax, then Sindawe kills the rest with magic nunchaku.

Sindawe moves his blanket to a less wet spot and goes back to sleep. Later that morning everyone arises for coffee and hard tack.

Sheldon Brown Tooth finds a cockatrice egg and offers anyone 5 gp to eat it. Serpent takes him up on it and earns 5 gp.

The officers hold a vote to decide what to do next, though the plans seem to be limited to “grab the gold we already have and run” and “kill the vampire and then take all the gold”. It’s a pointless vote since all three captains vote for greed.

Against the Mummies

The pirates turn the temple key to open the subterranean area again. They descend the stairs toward the beach and look into the open pit. Wogan asks if the group wants *water breathing* or *lower water* as the open pit and rooms beyond are full of water. He does add that some of the areas beyond the pit are above the water table.

Wogan casts *lower water* which reveals a tunnel with backward facing spikes. So, going up the tunnel is safe but coming back requires some care to avoid the spikes. The tunnel is only five feet wide and leads to a larger circular chamber containing the mummies.

But first they check the pit for the magic mask worn by the devourer. The wooden mask is found in the chamber’s silt. It has a fearsome visage of a human face missing the lower jaw. The mask is briefly examined and only reveals it is magic.

They enter the tunnel and walk its short length to a circular hall, the walls of which are lined with corpses. Sindawe goes right while Serpent holds position. Sindawe gets fifteen before a pair of mummies stir. Serpent sees several more stir in the direction he is facing. The mummies advance on the pirates.

Unfortunately, there are five mummies whose combined fear auras paralyze Serpent, Captain Smiles, and Demented Dubb. Sindawe slashes at the first mummy with his temple sword, noting that the smushy nature of the waterlogged mummies reduces the damage they take. Wogan uses a *pearl of power* to recall his *remove fear* spell and frees Serpent, Captain Smiles, and Demented Dubb from their paralyzing fear. Smiles engages the first mummy from the other direction, while Razor fires a pistol past her head. Everyone says, “Really, Bethany?”

Demented Dubb bull rushes that same mummy and knocks it back, where Serpent hits it with a lobbed alchemist fire. Dubb then beats on the mummy with her war hammer. Wogan channels positive energy to damage all of the mummies.

Sindawe switches his transformative weapon to nunchaku and ends the mummy. He transforms the weapon again to a siangham, then pokes the next mummy full of holes. It lives thru the first barrage, but dies under the next. He moves down the tunnel intending to flank the remaining mummies. He runs into the fifth mummy as it attempts to flank the other group of pirates. They enter into a slamming / giant arrow stabbing fight.

The rest of the pirates continue peppering the remaining three mummies with missile fire while Dubb tanks the lead mummy. Dubb takes several hits from the mummies while bashing the first to death, then stepping to second. Wogan casts a cure spell on Dubb but notices the wounds resist healing. Captain Smiles leaps past the two of them to bull rush the mummy further back, then keeps at it with trident stabs.

Serpent runs up behind the last mummy just as Sindawe ends it.

The two groups of pirates link up and enter a side passage inside the circular tunnel. They fight and defeat a group of four bog mummies. The next inner ring holds three bog mummies which die after slapping Wogan once. The final inner room is empty of mummies. But it does contain a crushing stone trap that fails to mash the pirates who dodge out of the area.

The pirates retreat to outer circular tunnel to search for secret doors. They found none, but do locate a patch that looks like it was melted and pushed together, probably using *stone shape*. Dubb the dwarf pounds on it with her war hammer while Serpent stabs at it with his adamantine rapier. Dubb pushes through when the hole is large enough for her, leaving Serpent to open it wide enough for everyone else.

They go down a circular tunnel that ends in a pivoting wall that opens into a wide domed chamber. The chamber is covered in carved faces with opened mouths. The largest face is on the chamber's roof. Serpent and the others enter as the open mouths start shouting, "Get out!" in Polyglot. Then the chamber is sealed by stone and a sweet smelling liquid is regurgitated into the chamber by the mouth overhead. The liquid paralyzes Dubb and Serpent; its odor is reminiscent of the bog mummies.

The liquid continues filling the chamber. The Captains Smiles and Razor climb up to the top mouth. Sindawe ties a rope around the paralyzed Serpent's chest. Wogan does the same to Dubb. Then both start climbing the wall.

Captain Razor and Smiles report a wooden wall in the large mouth overhead. It is in an inverted cone shape. Right about then a shaft of wood falls out of the open mouth and right onto Serpent who is yanked out of the way by Sindawe's rope. Razor also dodges the shaft.

The shaft is covered with a small number of mummies. They slowly pull themselves free from hooks trying to reach Dubb. Captain Smiles drops back into the sweet liquid, grabs up the paralyzed Dubb, and heads toward the wall to climb away.

The liquid stops pouring in from overhead. A little two foot panel pops open on a wall at about chest height. Sindawe pulls Serpent up and out of the liquid. Captain Razor shares that the opening in the ceiling is just a chamber for holding liquid, a totem pole, and some mummies to spare. She grabs the rope from Wogan, ties it off to an *anchor feather token*, and drops it. This pulls Dubb out of the liquid. Sindawe ties off Serpent.

Wogan channels positive energy burning the mummies below. The pirates do their best to ignore the mummies' fear auras. Captain Smiles reports, "The water is becoming hot."

Captain Razor slides down the rope to Serpent and takes his adamantine rapier. Sindawe drops down into the liquid, runs to the open panel. He climbs in and starts worming his way out. The bottom of this tunnel is covered in three inches of bog mummy brine. He ignores it. He finds a dead end, so he pushes his way back out. The entire time he is burned by the boiling liquid. Sindawe thinks, "Why didn't we just take the money and run?"

Wogan channels positive energy as the water begins to boil. The pirates overhead note that three of the mummies are climbing while three others stand still. The water boils around them more so.

One climbing mummy hits and knocks Captain Smiles down into boiling liquid. Smiles regains her feet and climbs out. Wogan channels positive energy again, hurting the mummies.

Serpent burns barbarian rage to earn another saving throw versus paralysis. He wins. Dubb does the same. Captain Razor cuts the rope suspending Serpent, who crashes into a mummy

and the boiling water (12 pts). Sindawe joins Serpent flanking that mummy. It goes limp from the combined attacks. Inside its body is a carved iron scrimshaw flask. Serpent grabs it out to find it is hot but cooling quickly.

Wogan channels positive energy (11pts) burning the mummies again. One wounded mummy dies, another climbing mummy falls.

The mummies swarm Serpent and Sindawe, delivering several hits. Captain Smiles cuts Dubb loose and drops her into the fray (9pts of boiling liquid). Serpent kills another mummy. Dubb surfaces and bashes on another mummy; it survives to fall from a stone face dropped by Captain Razor (hacking at stones with her adamantine rapier). Sindawe kills another with a chopping temple sword. The last mummy throws itself at Serpent, the pair attack each other but do not connect. Dubb wades closer and misses too. Wogan heals the wounded from overhead with a positive energy burst (15pts).

The pirates climb out of the boiling paralytic water, which slowly cools. They cling to shouting stone faces. Half of the pirates have second degree burns all over their bodies. Wogan heals the wounded; there are lots of wounds. He finds that Dubb has bog mummy rot which means she cannot rest to heal and magic only heals half.

They carve up the mummies to find two more of the carved iron scrimshaw flasks. The spellcasters study the devices and find that it has the gland of a scylla (a water boiling hydra) in it.

Sindawe crawls down the two-foot-wide tunnel to find a simple latched panel at the end. He says things best lost to history.