

REAYERS ON THE SEAS OF FATE - SESSION SUMMARY 10/25/2020

TODAY'S EPISODE: FORCE OF NATURE

Our heroes sailed the *Chainbreaker* from Port Shaw to find Garr Bloodbane's treasure, chase down Falken Drango, and kill were-sharks. With them is most of the regular crew and Irina, a hostage for Salty Dog chief Jimmy Sticks' good behavior. Our heroes arrived at Beacon Island where they almost immediately battled Falcon Drango's old crew, now were-sharks, and their commandeered ship the *Nightlink*. Later, our heroes went ashore where they were attacked by wyverns, rescued Falken Drango, and later ambushed by murderous undead (a morgh). The lighthouse keeper, family, staff, and reinforcements are all dead.

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).

Beacon Island Lighthouse

Our heroes stand inside the Beacon Island Lighthouse. The lighthouse keeper, his family and various staff, replacements, and lost sailors are accounted for... a morgh killed them. It created fast zombie and laid in wait on the lighthouse's ground floor, murdering any who entered there. The morgh's features match the description they have of the lighthouse keeper. This changes the theory of the crime to the lighthouse keeper killing some number of these folks pre-mortem, dying, becoming a morgh, and then killing some more.

They search the ground floor, cellar and the corpses. No notable loot is to be had. The victims as noted earlier are women, children, and sailors. Further into the ground floor are two more rooms: a circular stairwell going up and a large family bedroom. They find the lighthouse keepers' meager money strapped the bottom of one bed. Dolls, toys, beds, clothes are all the house yields. The stairs go up about 100' to the light room where the wyverns made their nest. A clutch of wyvern eggs (5) are recovered. The last wyvern has deserted. Some bits of Stormy Sherman are also recovered.

Loot: small pile of coins (lighthouse keeper), 5 wyvern eggs

The light would require minimal work to bring back into working order. The view from the house reveals a relatively boring island with the exception of a sea serpent head beached on the island's east shore. Its body extends into the water. And that's where Falken Drango said Sindawe's crewmen, the ones that accompanied Falken and his borrowed ship, were dragged away to.

Serpent asks, "Why are we here again?"

Wogan replies, "Garr Bloodbane's treasure map led us here, the lighthouse keeper went missing, and to rescue the poor crewmen that Falken lost just yesterday or the day before."

They also recall the dragoon vessel, the *e*, was on the trail of Garr Bloodbane's treasure and captained by Trey Perrin. They have met Trey once and found out from him that he was on the outs with Commander Bonadeuce.

They return to their vessel, the *Chainbreaker*, on the island's west coast harbor. Serpent sets up the wyvern eggs in a nesting chest that is heated with a magical, heating rock (also known as a birthing stone among the lizard races); some artisans among the crew are called upon to modify the chest for the additional eggs. Sindawe works with the crew on repairs and general

maintenance. Wogan uses the map room to aid in his current attempt to locate the *Albatross* using the *ship finding* spell. Marr Eiderson is there in the map room too. The pair share the maps. Wogan determines there's some cloaking magic at work and has to work hard to bypass it.

Wogan reports back later, "I found the *Albatross* at Hot Springs Island."

Hot Springs Island is very far away. The pirates have a map of the island from Jacinth Deepwater. It's supposed to be full of ancient elven cities. It is a lost island. They have a map of where it is located from the gnoll drug supplier Bone Gnawer.

Three ten crewman repair gangs are formed, each led by one officer:

- Wogan – repairing aft hull; 11 points of damage – 13 points repaired.
- Serpent – repairing middle mast (17 points) – 15 points repaired.
- Sindawe – aft mast (31 points) – 15 points repaired.

The crew suspected of infection are put to work anyway, because there are so many of them and Sindawe needs their labor.

Tiberiu calls down from the crow's nest, "Captain, what do you make of that?"

Everyone crowds the rail to see what's going on, which is an approaching wall of water.

Wogan notes the bay they are in is getting shallow.

Rogue Wave (double aught on the percentile dice on the weather chart)

The crew hear a low roaring noise from the direction of the wall of water. The way to beat it is to sail into the wall and crest it. This is most dangerous.

Orders are given to unfurl sails and cut the anchor. Wogan prepares his *lower water* spell to drop the difficulty check; he lowers the dc by 8. Serpent will aid in the profession sailor check that Sindawe is making; +4 from Serpent, +4 for the vessel. Total roll is 38.

The *Chainbreaker* hits the tidal wave at the wrong angle. It comes down hard in its wake and strikes bottom; it is capsized and sinking. A hull section takes 29 points of damage from two hits from a coral reef. The front mast is struck (12 of 50 points). Crewmen are sent sprawling everywhere, including overboard: Gareb, JJ, and Chidike. The rest take 2d6 points of “getting sprawled” damage.

Gareb leverages his swimming ability and *ring of swimming* to return to the sinking ship; he also takes 12 points of bludgeoning damage. JJ is smashed against the ship’s mast and shatters. Chidike is decapitated by a ship’s line.

The ship is sinking thanks to water coming into the vessel. The bay is already lowered more so by the passed tidal wave. Wogan uses his *lower water* spell to lower the ship gently to the bay’s bottom. The *Chainbreaker* settles on the bay’s sandy bottom and lists 25 degrees to port. Mitabu uses his whip to grab Gareb and pull him back to the vessel.

Serpent uses his *mending* spell on JJ. Sindawe shoves his *ring of electricity resistance* into Wogan’s hand, then climbs the crow’s nest to take a look.

The lighthouse still stands as its foundation is 70’ above sea level. The rest of the island is underwater, at least temporarily. There is water towering all around their ship, out of range of Wogan’s *lower water* spell. Whirling past in the water is a statue of a halfling. Their vessel was moved north, out of the island’s bay, by the wave.

Wogan goes below to the ship’s Azlanti engine. He uses his *staff of righteous rule* to power the device with electricity. Serpent finishes reviving JJ with *mending*. Sindawe issues orders to get sails down for flight; crewmen go to work. The ship lurches upright and unto the air, dinging its hull again. Serpent rushes to help Wogan. Sails are pulled down and reconfigured to

help them to control the ship's behavior in the air. Mitabu uses his whip and ship's line to grab the halfling statue out of the water as the ship rises.

Serpent reasons that the undersea horrors holding their companions have probably been hurt by the tidal wave's passage just as much if not worse. Wogan and Sindawe fly the vessel to the sea serpent's corpse on the island's east side and set it down gently in the water.

Sea Serpent Head

Wogan inspires the crew into thinking this a great idea! The sea serpent's stone head has been washed away, though the body is intact. The base of its body is 100' under the sea.

Serpent and Mitabu examine the halfling statue. It is very detailed, suggesting an adventurer caught in reaction to a petrifying attack. The crew take turns tea-bagging it for luck. An examination shows that it is several years old, based on the water damage.

Wogan hits the wounded crew with a *healing burst*. Then he casts *water breathing* on himself, Sindawe, Serpent, and Saluthra (Serpent's snake companion). Serpent and Saluthra have swim speeds. Wogan also casts *freedom of movement* on Serpent and Sindawe.

Sindawe issues orders: sail back to the island's bay side and repair the ship.

They swim down, propelled by Serpent and Saluthra's swim speed. They find a ledge around the island. In this section includes many more stone statues. There is also the skeleton of a large whale lying here. And there's a cave.

Visibility is cut by sand in the water, except for Wogan and his *Goz Mask*.

The statues vary: some are busted up, there are newer ones, older ones, humanoid ones, and monsters. Sindawe spots non-whale bones near the whale skeleton.

They ignore all of that and swim down to the cave, but are attacked by several of the statues (gargoyles!).

The gargoyles reason, based on their life beneath the waves, that Saluthra the snake is the group's leader, so they attack her (20 points and 29 points). She is barely alive.

Wogan heals her (14 points). Serpent uses stabs one repeatedly with his adamantine rapier. Saluthra withdraws and runs away. Sindawe flanks with Serpent and stuns it. The remaining gargoyle swims past Serpent, slashing with its claws. Wogan shoots the stunned gargoyle with a dry load gun powder shot (10pts).

Serpent sees the whale skeleton pull itself loose from the sand and swim toward their melee. Serpent stabs the stunned gargoyle as Sindawe unleashes a flurry of blows from its other side; it dies.

The remaining gargoyle swims past Wogan, who pulls a fresh pistol to wait the next attack. The skeletal whale attacks Serpent, who switches to his orichalcum staff to counterattack. He is upset to find that his best swing misses the mighty undead beast. Everyone notes that it is too big to enter the sea cave. Sindawe uses *touch of the sea* to push to give himself a swim speed (30'); he grabs Wogan and heads to the sea cave.

The aquatic gargoyle grabs Wogan, narrowly avoiding a gunshot to the face. Wogan blasts it with his *mace of terror*; the gargoyle flees in terror!

The skeletal whale bites and rams Serpent (42 points). Serpent runs for it, arriving at 10' away from the cave. Wogan hits them with a healing burst (19 points).

The Cave

They swim into the cave, actually a lightless, underwater tunnel. Saluthra, Serpent's giant snake, fled back to the ship leaving only Wogan, Serpent, and Sindawe. Wogan heals Serpent before they continue onward.

The tunnel goes down, then gradually upward leading to an air pocket. They burst out into a hidden grotto that is above sea level. A pair of shark men are here cleaning up chests in the chamber that were disturbed by the tidal wave.

The two sides clash in melee. Sindawe rushes the closest shark man. On the far side of the grotto is another body of water, suggesting more tunnel. Three more shark men surface there and fire crossbows at the pirates. The two shark men on land flank Sindawe but land no blows. Wogan blows a small hole in one of them with a pistol. Serpent joins the melee, flanking the flanker (31 points).

Serpent and Sindawe work on one shark man (31 and 35 points); the shark man dies. The three crossbow wielders in the water, sink, resurface and try to shoot the crew from hiding. The shark men fail to land a single blow. Wogan blasts another hole in one of them.

The remaining shark man on land is stunned by Sindawe; Serpent finishes it (40 points). More sneak attack crossbow bolts miss our heroes. Wogan climbs onto the land and begins blasting away at the partially submerged shark men. The dead shark men revert to human form, leaving no indication of sharkiness.

Sindawe plunges his hands into the blood of a dead shark man and smears it on his flesh, yelling, "I am tasty! Come fight me on the land!"

The shark men in the water, withdraw while shooting, tagging Wogan with a bolt (8 points). Wogan fires a two-shot pistol at one (19 points, plus 2d6 bleed).

Serpent dives in and swims to the trio of shark men. And comes right back out upon seeing the water is full of sharks. Sindawe continues bathing in blood but does not sway the shark men to come out to fight. Wogan and Serpent successfully pepper the shark men with bullets and arrows.

One shark man snuck ashore and leaps upon Sindawe, failing to connect immediately then landing a rapier and bite (13 points). Wogan and Serpent continue firing at shark men – a shark is killed. Wogan ends the landed shark men.

Sindawe finally remembers that he needs silver to hurt the shark men. He pulls his silver weapon out, because that makes sense. Wogan reloads his weapons, Serpent fires more arrows, and Sindawe enters the water. Wogan *calls lightning* upon the sharks especially those around Sindawe who is protected by his *ring of electricity resistance*. The normal sharks are slain.

The grotto is theirs.