

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 11/22/2020

### TODAY'S EPISODE: SHRINE OF THE SHARK GOD

Our heroes sailed the *Chainbreaker* from Port Shaw to find Garr Bloodbane's treasure, chase down Falken Drango, and kill were-sharks. Our heroes sailed to Beacon Island, fought a were-shark crewed *Nightlink*, investigated the murdered staff of the lighthouse, and found an offshore entrance to underwater caves. Those are the same caves that Falken Drango said his crew (actually our heroes' crew) were dragged away to. Our heroes dive deep, fighting sea gargoyles, were-sharks, and normal sharks. The enemy knows they are on their way.

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).

#### *The Grotto*

Our heroes, Wogan, Serpent, and Sindawe, have cleared the grotto of sharks and were-sharks. At least two were-sharks escape via an underwater tunnel to even deeper caves. They investigate the bundles of mundane, pirated goods while discussing pursuing the remaining were-sharks and rescuing their crew.

They enter the long underwater cave. It is below sea level, but regardless, the tunnel seems to be taking them back into the island's base. Serpent notices some detritus below some holes in the tunnel wall. He pokes at one with his ax and is suddenly lit up as he is hit by an electric shock. This provokes a fight with a trio of electric eels. The eels shock our heroes with 10'

electricity bursts, except for Sindawe who has a rarely used *ring of electricity resistance*. Our heroes, thanks to *water breathing* and *freedom of movement*, manage to hold their own and eventually win.

They press on! The cave twists upward, leading to another air pocket. Sindawe and the rest exit the water by climbing a steep 10-15' high slope and peer into a large natural cavern. The chamber is 150' long and 90' wide. The slope drops off into another huge pool of water covers most of the chamber. There's another island on far side, with rusting cages containing their missing crewmen - Big Mike, Claxton, Nemo, Melella, Arsonce, and Phamas Harcey. A pair of muscular shark men pull one pirate, Harcey, out of a cage and throw him into the water. Three more men, probably also shark men, watch, laughing and jeering.

The pirate swims weakly back to shore and tries to climb out, while the shark men laugh, stomp on his fingers, and drive him back into the water. Wogan shoots his short musket across the water, hitting a shark man. They respond by leaping into the water, transforming into sharks. Wogan responds by casting *chain lightning* from his *staff of rightful rule*. In the light of the blast he spots a very large, dark outline of a shark under the water. Sindawe and Serpent enter the water and swim boldly toward the were-sharks.

The cave becomes darker thanks to a *deeper darkness* spell centered on the swimming pirates. Several were-sharks maul Sindawe as he swims clear of the darkness dealing him 52 points of damage. Serpent chops a were-shark (enforcer) to chum in the dark.

Two of the were-sharks pursue Sindawe. And the remaining were-sharks attack Serpent. Sindawe drags the pirate in the water, Phamas Harcey, to shore with his swim speed of 30'; the were-sharks pursue them ashore and transform into shark-men. The first takes four silver temple sword blows, dies, and transforms back into a man. Wogan summons a celestial dolphin to attack the were-sharks.

Serpent remains in the *deeper darkness*, blindly flailing with his ax, connecting more often than not. His attackers die for their horrible crimes. Sindawe critically hits and kills the remaining shark-man near him with repeated slashes of his temple sword. Phamas limps off to help the other crewmen out of their cages.

Sindawe joins in helping release his crew from cages. He converses with Wogan and Serpent via shouts in Aklo. Serpent finds his way out of the *deeper darkness*. Wogan explains, “I am not getting in the water.”

Serpent casts *cure light wounds* and then pulls a wand of the same out, applies them to Sindawe. Sindawe retrieves Wogan from the far shore. Wogan surveys the water with his *Goz Mask* but notes no giant shark. Serpent hands Big Mike a silver scimitar. Wogan casts healing burst on everyone (13 points). This helps the morale of the just freed crewmen almost as much as being freed.

Melella tells Wogan, “It was terrible! We were captured, thrown into water, bitten and drug around by a shark, and then put back into the cage.”

Sindawe asks, “So everyone has been bitten?” Melella nods.

Wogan asks, “How many days have you been here? How long ago have you been bitten?” Their sense of time in an aquatic cave is somewhat compromised but “a couple days” is the consensus.

Other pirates arm themselves from the dead were-sharks’ rapiers.

### *The Shrine of Dajobas*

They walk into a tunnel leading level out of the cave, which leads to another cave. This cave has a finger of land ending about the middle of the chamber, the rest of which is full of water. The tunnel is studded with shark teeth. The chamber is hewn by hand.

At the center of the chamber is a shark themed shrine to Dajobas and a dark bronze skinned man. His shadow is in the shape of giant shark.

He greets them with, "Welcome to the shrine of Dajobas! Will you join us?"

Sindawe replies, "We're going to kill you, bury you upside down, and piss on your grave every year."

"I don't want to come here every year," complains Wogan.

Serpent assures him, "I'm sure we'll forget after a year."

Sindawe muses, "Well, I figured we would cart his corpse back and plant it in a convenient spot for mistreatment."

From behind them they hear, "Brother, why so hasty? Won't you join us and grab all of the power you rightly deserve?"

Sindawe turns without shock to see his brother. "Ochiba! You betray everything our parents taught us by being part of this."

The brothers argue a bit.

Bury Upside Down (actual title is Dalang) grows to size large and then turns into a shark man. He casts *harm* on Serpent (55pts), nearly felling him in one shot. The armed pirate crewmen charge the Dalang with Serpent close behind. Claxton's rapier critically scores him. Melella casts the druidic spell *faerie fire* on BUD. Wogan walks forward shooting the Dalang several times with silver shot (15pts).

Ochiba turns into a shark man and waits in a martial arts pose for Sindawe's first punch which misses. Ochiba unleashes a flurry of blows on Sindawe, including a stunning blow (DC 23, Fort save made at 26) and 29pts of damage. Sindawe spends a fate point to fatally wound his brother by hiding a fatal blow behind a flurry of blows called the *Bastard's Black Heart Crusher*. Ochiba defends against all but the fatal blow which is an *immovable rod* pressed under his sternum – Sindawe extends it puncturing his brother's heart, throat, and brain. (The GM rules: Yeah, normally you aren't allowed to auto-kill a main npc, but I'll allow it and you get a permanent minus on social skills with Mwangi who hear about you having killed your own brother).

A wounded Dalang leaps into the water and transforms into a great black shark and swims deep.

Serpent critically hits Dalang with his magic ax for 89 non-lethal damage! And then a second stroke for 29 lethal damage. Dalang withdraws into the water and swift transforms into a shark.