

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 07/18/2021

TODAY'S EPISODE: STEALING SORCERER SUPREME PART II

Our heroes of the *Chainbreaker* spent last chapter arranging and plotting to kidnap Dragoon Sorcerer Supreme, Aeron Chambers. Why? Because they suspect that Aeron is behind some of the evil happenings in Port Shaw. And they don't like him.

Our 9th 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 Mission - The Preparation and Outcomes

The plan:

- Ask Samaritha to join the mission. - *Wogan argues with support from Sindawe and Serpent, "You are a smart sorceress, your major image that will help obfuscate our identities. And after, you are good in an interrogation." She agrees to accompany them.*
- Hire Lester Farrows to sail them up to the sewer region Falken Drango is familiar with. Our heroes will find their own way out. - *Captain Farrows says, "Normally, I wouldn't, but you guys rescued my family from the were-sharks. What's the mission?"*
- Tell Lester, "Here's your fee (not a share) and we are here to kidnap a rich kid playing 'sewer necromancer after famous necromancer library'." If our heroes bring out Aeron in a bag, then Lester can believe it's the rich kid. - *Lester agrees to mission, "I'll go for 100gp. In 2 days? Yup, see you then."*
- Get Tommy Blacktoes to produce an Aeron Chambers stand in corpse, face to be burned off. Deploy as needed during mission; can be easily carried by Serpent. - *Tommy is able to*

get the corpse. Captain Lester asks some questions about the corpse to which our heroes explain, 'sometimes you need a corpse when going up against necromancy.' Lester agrees that taking a corpse on an anti-necromancer mission just makes good sense.

- Get Tommy Blacktoes to produce 5 or more skin suits, which is a human being's skin minus any tissue that would be described as "only found inside the body". Skin suits are good for selling the idea, "it was Phantoms that attack Aeron". Deploy as need during mission. - *Tommy uses stealth to procure the skin suits. Corpses are easy enough to come across in Port Shaw nowadays, but skinning them without getting caught is the hard part. He procures five skin suits.*
- Get dragoon uniforms for 3-5 people. Falken has the connections to make that happen. Use these to get into the fortress and move around freely. *Hats of disguise, two, will be used to cover the rest of the group. - He gets the uniforms, hopefully without anyone noticing.*
- Serpent will purchase four *potions of invisibility* from Sagacious Samuel, who should be able to have all four in two days. --- *Serpent pays the 4 * 375 gp for the rush job. 4 potions acquired.*
- Sindawe will disguise himself as the well to do local, Tyris Huxley, to spend money at a local restaurant to supply 'beer and brat' in 7-10 window, free entry to that night's Broken Skull fights 10-2, and a printer to post notifications around town of these events. "In humble gratitude to our vigilante Dragoons who found me not once but twice! Enjoy a well-deserved reward! - *Done! Costs 250gp, which is paid.*
- Hire Xander to produce an overnight image of our heroes playing poker. If Samaritha refuses to accompany the mission, then she will supply the illusion alibi instead of Xander. - *Done, though Xander is miffed that our heroes did not hire him as their ship's wizard. He agrees to do this for Samaritha, Serpent, Wogan and Sindawe for 850gp. Paid.*

- Depart via sewer raft to our mission. Take:
 - Sindawe, Serpent, Wogan and Falken. Samaritha if she agrees to come.
 - Aeron standin corpse in big and long bag
 - four *potions of invisibility*
 - 5 skin suits in a big bag, each bag differently and knotted differently to indicate contents
 - extra, extra rope and lots of rags for tying, gagging and tangling fingers.
 - rations for a stay in the other dimension
- Approach the Sorcerer's Tower disguised as Dragoons, climb to Aeron's balcony, enter, and capture Aeron.
 - Bag Aeron up after thoroughly tying him up with rope and rags.
 - Leave Aeron Chambers look-a-like corpse, minus the jawbone.
 - Leave 1 or 2 skin suits.
 - Loot
 - Leave via the stairs as Aeron plus 4 guards.
 - Escape back out the way they came in.

Contingencies:

- *Plane Shift* will be used at any point if the situation is dire enough and our heroes call it.
- Everyone with illusions or hats of disguise will appear as Falken Drango if our heroes call it.

Serpent also arranges with Sagacious Samuel to purchase a *greater hat of disguise*. Samuel says, "I will keep an eye out. I did have one that I recently sold to a courtesan with deep pockets. I can't say when it would be ready unless you want one made." They agree to use Serpent's less desirable shield as a down payment for ordering the item from Sargava.

Sewer Trip

Our heroes lay low for several days in various locations. Wogan spends this time with Father Zalen asking him about the planes and points of doctrine in the Gozreh religion. Hours before dusk on the second day, they pick up their gear, link up, then meet Captain Lester Farrow aboard his "ship," the *Gallant*. At dusk Lester sails his raft into the sewers through ocean access openings.

Captain Farrow notes, "That necromancer lair you say is in the south... I have found a lot more zombies in that direction than elsewhere in the sewers."

Wogan nods.

Lester navigates and poles the raft through city's sewer labyrinth. They hear a horde sized amount of bugs clicking and clacking, long before they can see it. Lester indicates they cannot sail around that horde; they have to go through the Roach Lord's territory to reach their actual destination. Our heroes with Lester's help destroyed the Roach Lord many weeks ago, but some of his minions remain.

Farrow warns, "Be careful with the flames. The sewer vapors are heavy and frequently flammable."

Our heroes decide, "Proceed!"

There are no branches out of the intersection, but lots of cracks. Roaches pour out of said cracks, bringing their clicking and clacking closer. The horde splits into three swarms. One uses its massive numbers to bridge the waters to the raft. The other two pursue along the walls and ceiling. Sindawe and Lester propel the craft as quickly as possible through the area.

The first swarm beaches itself on their raft, biting and crawling over everyone! Wogan retaliates with called lightning (12pts)! Farrows yells, "Get them off of us!" upon witnessing the other swarms closing with his vessel.

Samaritha casts a *fireball* spell that clears away those swarms and injures the one already onboard. Serpent follows that by smashing a container of acid (6pts) on that remaining swarm; some acid splashes him but his green dragon armor protects him.

Sindawe stomps on the swarm but finds them so small that they are immune to weapons. The swarm deals 11pts of biting. Wogan throws alchemist fire at his feet (1pt to everyone except the swarm). Samaritha blasts away with *scorching rays*, which Serpent follows with another acid flask (4pt) that hits Samaritha. He apologizes to her!

The swarm bites again (10pts)! Wogan hits it squarely with an alchemist fire (10pts). It is destroyed.

The raft has cleared the roach swarm passage and is free of live roaches. Wogan heals the wounded (everyone) with a burst of positive energy (19pts).

They travel quickly through the Roach Lord's lair. It is quiet despite the horrors that occurred there. They travel for another hour toward Fort Stormshield.

Farrows says, "We are near the coast. I can hear the ocean waves crashing on rocks."

Falken replies, "Just let us off at the next convenient spot!"

Serpent asks, "Are we close? To the wizard's tower... necromancer's pit?"

Farrows drops them off at a sewer section near the “necromancer’s lair”. He whispers, “good luck” as he poles his raft away.

They watch him disappear into the distance, then Falken says, “It is around here!”

They move quickly to another cave containing two more tunnel exits and a tide pool. One tunnel leads up and has a trickle of sewage leaking into the tide pool. They edge their way up the tunnel and into another cave that reeks of sewage (pooling at its center). They follow the tunnel out until they figure out the earthen floor is quicksand. Creatures burst out of the soft earth, screaming disorienting noises at our heroes. The creatures have too many eyes and mouths.

Falken Drango gibbers uncontrollably, overwhelmed by screaming. Samaritha backs away while firing *magic missiles* (13pts) at the closest moulder. Wogan blasts the same one with a *searing light* (19pts). Serpent tests the ground, closes with one and hits it with his ax. Sindawe drops onto it for a grapple, destroying it with his *shirt of immolation* (13pts). The remaining *moulder* flows onto Sindawe. It blinds him with acidic spit but fails to bite him with its many mouths thanks to the monk’s blind fighting feat.

Falken masters himself for the moment to leap upon the moulder with his shark tooth club. Samaritha blasts it with *magic missiles* (9pts). Wogan shoots it twice with his rail revolver (16pts). Serpent flails away with his ax. The moulder spits back at Serpent who stoically wipes the venom from his eyes. The moulder bites Sindawe and Falken, delivering no wounds. Samaritha and Wogan finish it off with a last barrage of *magic missiles* and rail revolver shots!

The ground in the cave begins to solidify again, forcing Sindawe and Falken to quickly scramble out. Wogan uses *create water* to wash the filth off the pair. Lots of *create water*.

They All Float Down Here

Serpent inspects the 45-degree tunnel leading up into the fortress. The latrines are in the courtyard, across from the tower.

They put on the dragoon uniforms, except Serpent who chooses to rely on his *bat of disguise*. Falken takes the lead, followed by Serpent and Sindawe. The climb would be difficult due to smells, slipperiness, and angle. Luckily Serpent has a few charges left on his *wand of spider climb*, so he uses them on the party. Then they encounter a grate straight overhead 30' up. Falken climbs up and attempts to pick the lock, then finally just rips it out fairly quietly.

He pulls himself up, Serpent and Sindawe press closely behind. A dragoon, unaware of his audience, releases a golden shower down a stench hole adjacent to our heroes. They wait patiently. Falken waits for the flow to cease, then wriggles himself up through the stench hole. He quietly dispatches the dragoon, then drops him through the stench hole with the 30' drop. Everyone climbs up and into a large building that houses the fortresses latrines, baths, wash basins, mirrors, and cigarette machines. The building is largely open, despite its multiple functions. No one else is present.

Potions and scrolls of *invisibility* are spent to make the party less noticeable. They exit the latrine/bathroom and walk across the courtyard to Aaron's Sorcerer Supreme tower. Serpent leads them across the courtyard in a single stack at half speed. They warily watch the dragoons patrolling the walls.

Outside the barracks are dogs, undoubtedly a recent addition to the fortress after the Salty Dogs gang was recruited into the garrison. The dogs are tied up but are likely to bark at the invisible and sewage-soaked adventurers. Serpent decides to take them a circuitous route along the fortress walls using their *spider climbing* and other magics. They advance toward the tower

stealthily, moving from the wall to the tower then climb up to the balcony. Dogs and guards are none the wiser.

Wogan casts *silence* on a handkerchief, which he forces onto Sindawe. Falken, followed by Sindawe and Serpent, drops onto the balcony first. Falken and Sindawe examine the French doors and windows. Sindawe notes a bronze sign stating “Officers Only”; he suspects a magic ward but cannot signal Falken due to the silence and the *invisibility*.

Luckily, Falken suspects it too. He tries to disarm it, gives up, backs up and takes a running dive at the door’s window. He smashes through the glass without noise!

Our heroes notice mist pouring out the broken window. Sindawe and Serpent quickly follow Falken through the windows and into the room. The room is full of mist, cutting vision down to just where a person is standing. They fan out to find a bed with sheets thrown aside as if hastily exited. Sindawe reaches the far wall finding nothing. Falken searches the room’s interior. Serpent presses toward another wall section where he finds a pair of crossed rapiers mounted for display.

Wogan steps through the broken glass while donning his Gozreh mask. He sees the room perfectly as the mask ignores any vision obscuring mists. He sees the sorcerer Aaron hovering near the ceiling over the bed. The wizard is staring intently into the mists, waiting for someone to reveal themselves. Wogan uses a metamagic rod to cast *bold person* without sound; the wizard shakes it off and flies down the stairs.

Samaritha enters through the window but does nothing else due to a lack of information and targets.

Wogan dismisses the *silence*, then says, “He went northwest, down the stairs. He’s flying.” He moves out onto the stairs.

Serpent runs down the stairs after the wizard, entering the other portion of the sorcerer's suite. He also sees a glyph painted on the ceiling just before it explodes on him. It is very loud. Sindawe is close behind him though he chooses to fall down the well between the stairs. Both men see Aaron flying toward another exit.

Sindawe leaps upon and grapples Aaron which also activates his *shirt of immolation* and ends his *invisibility*. Samaritha exits the *obscuring mist*, descends the stairs and is able to lay eyes on the room.

Aaron disappears from Sindawe's grasp, gone not invisible. Sindawe curses as he, Serpent, and Samaritha cast about for signs of the slippery sorcerer.

Wogan, still up in the bedroom on the top floor, spots Aaron hovering outside the bedroom's balcony. He shouts this information to his comrades. He casts *dispel magic* on the sorcerer, adding an action point to get a 16 check, which he is happy to report that the sorcerer has been forced to float down to the ground 50' below.

Serpent and Sindawe run back up the stairs, across the smoky bedroom, and not quite onto the balcony. They can clearly hear Aaron shouting below, "Assassins! In my chambers! To arms!" And the answering shouts of patrolling dragoons.

Serpent and Sindawe decide not to pursue onto the balcony, knowing that the balcony is trapped, Aaron is safe and wide awake with spells ready, and the rest of the fortress is rousing itself to fight them.

Samaritha offers up, "He must have had an *Alarm* spell to respond so quickly."

Serpent disagrees, "Seems like he might have known we were coming."

Sindawe agrees, "Yeah. Probably."

Falken points out, "It is a tough city. Even the powerful sleep lightly."

Wogan ignores them all and begins sweeping valuables into a bag. Serpent and Falken join him.

Everyone decides to it is time to flee. *Fly* spells plus an *air walk* are distributed among the party members for them to make their escape.

They fly away together, allowing Aaron to target Sindawe and hit everyone with a *fireball*. They escape into the night and back to the city pursued by random gunfire.

Only Sindawe was seen by Aaron Chambers. Everyone else remained *invisible* throughout the battle. Luckily, Sindawe was wearing a dragoon's uniform and *hat of disguise* to appear as a white guy.