

REAYERS ON THE SEAS OF FATE - SESSION SUMMARY 08/28/2022

TODAY'S EPISODE: GET THAT SNAKE

Our heroes aboard the *Chainbreaker* are ship-wrecked on Hot Springs Island thanks to a welcoming committee of infant dragon turtles. Their crew is busy with repairing the ship, which allows our heroes time to explore the island. Last session found them sailing south in a *folding boat* for the ancient and abandoned elf city, getting said boat eaten by a large, aquatic dinosaur, and then slogging across the island.

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).

Hot Spring City

In the early morning our heroes Sindawe, Wogan, and Serpent look out over Hot Springs City. They note that it is overcast from the clouds, and are concerned that the shadows they have heard inhabit the ruins after dark might be active, but after some debate decide that shadows would still stay indoors. Their marines, Harp and Harvard, lead our heroes and their followers and allies down a game trail that leads up to the city. Said persons include Serpent's snake companion Saluthra, Jacinth Deepwarder, Mitabu, Serpent's wife Samaritha, and Nemo.

They cross over/through the city wall and arrive at a location that Harvard identifies the marketplace where the fire started. They head to city's northwest corner, angling for the building

that Harvard identifies as the one with the “snake that steals faces”. They pause under an overhanging balcony during a particularly heavy bit of rain. Wogan and Serpent argue over the clear blue water that fills the various pools in the area. They decide that the pools are full of underground water that are heavy with minerals. And that erosion, the mineral water, and earthquakes have weakened some of the stone. Samaritha takes the lead after the rain ceases as she can identify the weak stone.

Sindawe rolls out of the way of orange sludge that pours out of gargoyle’s mouth overhead. The sludge chases the monk as two more ooze out of overhead windows. One lands near Wogan, giving chase as the cleric moves away. The third ooze strikes the riding dog that Wogan had summoned earlier to drink test the waters. The dog whimpers and dies!

Samaritha shouts, “It’s safe to attack them with weapons! They won’t split!”

Sindawe’s flurry of blows via magic spear ends in the sludge chasing him. Its membrane is punctured multiple times (50pts stabbing, 15pts of electricity). Harvard slashes at another with his broad sword (14pts). Wogan *calls lightning* down upon both remaining sludges.

The sludges release a brighter pulse of orange emotion that washes over everyone. Those that succumb to despair take a -4 to hit and damage. One sludge attacks the closest afflicted person, Harvard, dealing 15 pts of damage. Multiple folks close in on this sludge and reduce it to a punctured membrane oozing orange syrup. It is dead.

Jacinth is chased by the remaining sludge, despairing that her evasion will fail. Sindawe attacks it and Wogan fires pistols at it from across the street. It pulsates despair in orange as Mitabu’s bomb hits it, splashing Jacinth and Sindawe with small chemical burns. It dies.

The away team scans the area while those who are despairing try to recover their senses. It takes them several minutes.

They reach the objective building, which is made from layered wood. Harvard reminds them that the snake creature was lowering itself through a hole in the floor to attack his comrade.

They enter the building to find strangeness. The interior is ruined by time and nature, except for areas covered by an orange amber. Those areas are well preserved and also notably would not be hit by sunlight regardless of the time of day. They try reflecting sunlight onto the amber using a mirror, but the overcast sky stymies their experiment.

They move into the main room. A clicking noise from the second floor makes their decision for them. Sindawe climbs up the stairwell, past rotting stairs. The second floor is dark, so he lights *ioun stones* covered in ever burning torches. Nothing leaps out at him. He lowers a knotted rope after anchoring it, allowing the others to come up.

They travel along the second floor in single file, well spread out, because the floor seems weak. The approach to one room has new flooring. The monk walks up to it and peeks in, lighting the room with his *ioun stones*. He sees a statue of a woman with runes burned into her body, which seems to be a scrimshawed bone.

The statue is repairing the room, which shows. The room appears to be in mint condition. He moves into the room and notes there are more rooms off of this one. As he steps through the door, insanity spike traps stab him for 11 points. Mitabu moves up to disarm the traps, which requires some prying with a crowbar.

The golem notes the damage and starts repairing the wall where Mitabu is working. Mitabu struggles against the golem's repair magic (it uses materials in the area). The clicking noise comes from runes in its chest.

The others start to enter the room, but things go sideways when Wogan enters. The golem turns on him and tries to take his left eyeball. Wogan dodges back. Sindawe, who is missing his left eye, smells purpose. He removes himself from the room. Serpent pulls Wogan out.

Next, the golem goes after Jacinth who flees into a bedroom. Others leave the main room, and several escape via the office. Jacinth and the others eventually escape the room with their eyeballs intact.

The golem returns to its repair duties. Wogan pulls a rat out of his animal bag. The golem grabs it up, plucks out its eye, and places it on the windowsill.

Sindawe re-enters the room to explore. The golem ignores him and returns to its repair duties. He finds that paperwork and other fine items have been destroyed, perhaps beyond the golem's ability to repair. He does find a tungsten box containing white gloves.

He does one more pass to look for evidence of monster habitation. The sitting room contains an unusual drinking set including pitcher, cups and many odd implements. There are chairs and small cages.

Samaritha identifies the gloves as *gloves of sensation* made from astral spider silk. Mitabu offers to wear the gloves. At first he feels more tingly, then all over... he removes his shirt which is itchy. While removing his pants, he steps onto a section of weak floor, but rather than falling he leaps to an overhead chandler narrowly avoiding the fall.

Serpent leads the group in tracking Harvard's snake. The creature is 15-20 feet long. The trail ends at a hole in the wall, which smells of wood chips. Mitabu sets a trap at the hole using the insanity spike.

They explore the remainder of the second floor, finding more amber crystal covering things. The weather goes from overcast to sunlight, allowing them to use a mirror to reflect light onto the encasing amber – it does indeed burn away some of the crystal to reveal valuables.

Serpent rubs some of the melting crystal onto the back of his hand to no effect. Mitabu is now naked and asks Serpent to carry his pack. He eyes Sindawe suspiciously when he is asked to remove the gloves and put them away.

The pirates move through the second floor, looting as they go. They find exotic elf art and manufactured goods, some items that would interest archaeologists, and a three inch magical top made of purple crystal.

Serpent spins the top, then stands up and announces, "I need to have a moment... word with my wife in the other room." They leave.

Jacinth is ordered to try the top. Her knees buckle and she is overcome with euphoria. Sindawe grabs up the top to stop its spinning. She gasps, "It affects the brain's pleasure centers."

Sindawe notices Mitabu is gone. Harvard had been keeping an eye on the naked Mwangi, so he leads Sindawe and Wogan after the man. They walk carefully after him. They hear gentle whispers from downstairs of Mitabu talking to someone. Sindawe and Wogan poke their heads

over the edge to see Mitabu talking to a snake with Sindawe's face. Or, Wogan's face. Each person sees their own face upon the creature.

Sindawe sends Harvard to get the others, then he and Wogan drop the ground floor and rush the snake, which is hanging out of the super structure of the ceiling. It has a beautiful silver body. Its head turns on Sindawe, who does not pause at his own visage talking to him. He leaps upon it and grapples, dealing 14pts of fire damage from his shirt of immolation. Wogan sees its face too, but he resists. He pulls his first pistol and blasts it (8pts).

Mitabu still under the snake's influence, and he punches the real Sindawe (11pts punching), who counters with a stunning fist attack of opportunity. Mitabu is stunned and the snake takes another 15pts of fire damage. Sindawe demands that the snake surrender, but it fights.

Harvard returns to the room containing his pirate allies. They are busy playing spin the top. He commands, "Snake fight downstairs! They need our help!" They respond with giggles, having been overcome by the magic top, but they grab up their weapons.

The snake bites at the monk, who scrambles along its hide. Wogan shoots more lead into it. Jacinth's arrow slams into it (8pts). The snake unhappily takes monk punches and more fire (31pts). The snake promises, "Yes, I leave you alone!" It retracts into the ceiling.

Wogan blasts another hole into the snake (11pts). Melee weapon armed pirates and marines drop the ground floor. Another arrow slashes past it. The serpent surrenders.

The snake drops its 18 foot body to the floor with the pirates. It ceases its mental attack, but retains Sindawe's face. At least as far as Sindawe is concerned.

Mitabu removes his gloves and puts his gear back on.

- Mr. Snake do you have a name? It uses telepathy to reply, “Hisstopher Walken!”
- Do you have allies? I hunt alone.
- You ate a man a week ago? Yes, tasty.
- What do you eat when man is not around? Animals.
- Do you collect valuables from your prey? No. Many are in the pooping place. Hisstopher Walken shows them its pooping place, which is the basement.

Sindawe asks a few more questions, then decides it cannot be left alive. The snake dies to a neck-snapping blow.

Serpent and Samaritha eventually show up, mourn the snake and bury it.

Sindawe looks out from the stairs into the poop cellar. It is full of football sized poops. Sindawe uses his “*immovable rod's* detect keys power” to find the dung containing the Port Shaw marine. They devise a method to use the mineral pools to break down the poops which smells of wood shavings from the snake’s natural oil. Harp never appears, but the other pirates and marines show up and are added to the labor party.

They find a lot of local critters, including gold feathers (55gp) and a variety of raw and carved gems (1,491gp).

- Deep Blue Spinel (70 gp)
- Jasper (35 gp)
- Jet (90 gp)
- Lapis Lazuli (8 gp)
- Lapis Lazuli (9 gp)

- Milky Quartz (55 gp)
- Obsidian (11 gp)
- Onyx (60 gp)
- Opal (550 gp)
- Red Spinel (50 gp)
- Sard (45 gp)
- Topaz (450 gp)
- Turquoise (8 gp)
- Zircon (50 gp)

And a decent amount of stuff like marbles, an intact wine bottle, broken bottles, a wig (unusable), sewing needles, small glass rod, small iron box, tiny wooden box, head of a spade, tools, clothing from recent victims, bosun's whistle engraved with "*Crimson Shark*", etc. Jacinth enjoys herself immensely because of her archaeology background. She explains, "Other people have come here, based on these artifacts. But the creature has not been alive since elf times. I would guess that it has eaten a couple other human or humanish types in recent months."

They speculate that it has eaten some of the crew of the feared pirate ship *Crimson Shark*, captained by the merciless Stormdaughter. Nemo recalls, "Tommy Blacktoes says he's supposed to rape her to death on Black Dog's grave. Something about a deal he made with a ghost about a sword."

They determine they should head back into the hills near the city before sundown.

Hot Springs City

