

Reavers on the Seas of Fate - Session Summary 04/30/2017

Today's Episode: The Black Spot

Our heroes and ship sailed south from Bloodcove in search of Elias Tammerhawk and the bounty for his capture, a Shark Cult and ex-wife that killed the Black Dog the pirate, general pirating of the high seas, and other adventures and storylines. Acting on intelligence supplied by the Aspis Consortium our heroes are able to intercept the *Boastful Shaman*, take its cargo (minus a princely bed intended for Port Shaw's governor), and send its heavily dominated Captain Alvingham off. The pirates continued their cruise for shakeout and alibi purposes, when they happened upon a ship impaled upon an undersea mountaintop. Aboard they found the captain calmly awaiting rescue. There was treasure on his ship but now it's down below in the seamount. Evidence indicates that some creatures took it with them... after they killed the crew. Down below they find alien creatures, technology, vivisection, meager loot, and other awful things. Captain Riggs met his end via stabbing while under the alien Engineer's mind control.

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).
- ⤴ **Mitabu**, a trap-loving Mwangi rogue.

Further Down

They move through another door. A strange chamber with a machine that covers a long wall – it has buttons made of amethyst. Another door exits this room. The door is made of squishy material that is almost alive, but Mitabu is able to open it. Inside is a small room with a beam of shimmering light that goes thru the floor. Wogan throws a copper coin into the light – the coin slowly descends.

Sindawe yells down, “Hey, aliens! Send up the gold and other loot you took from the ship and we won't come down there and kill all of you!”

No loot is sent up and no one yells back.

Wogan hefts a golden rod (looted earlier) and announces, “Let's go back and investigate that locked room before we go down. I think this will open that door.”

At that door, Wogan touches the golden rod to a pad next to the door. It opens. Inside are banks of machinery glowing eerily, floating words scrolling past, and the ever-present humming. Everyone homes in on a giant ruby floating in mid-air in a small glass case. Wogan declares (thanks to *comprehend languages*), "That's a control crystal!"

Serpent replies, "I think it's worth thousands of gold pieces."

Mitabu examines the glass cage around it, "I think I can get it out." He reaches carefully inside and is struck twice by lightning from several points in the room. Faces peer out from copper columns coated in electrical arcs, then the face and electricity peels off the columns and approaches the pirates.

Wogan pulls out a clay tablet and reads the warding spell on it, "Turn back elementals! You cannot pass!"

Everyone steps closer to Wogan while the elementals remain at bay. Mitabu pulls out the control ruby – the lights go out. The pirates gather around Wogan and slowly walk from the room, then a pale green light turns on in the room. And the blast doors to this room do not open, leaving the pirates to pry their way through. They slip thru the narrow open. The living lightning creatures do not pursue outside the room.

They return to the "light hole" to the next level down, but are greatly slowed by the non-opening high tech doors which must be pried open. And the room with open pits of black tar and leeches must be traversed via *spider climb* as the bridge is no longer present.

Dead Captain Riggs emerges from the black tar to grab Mitabu's leg. The other pirates hack at the zombie's arm and free Mitabu. After reaching the far side, Mitabu shakes the zombie hand free of his leg. Several of them observe a black spot on Captain Riggs' hand. The black spot is a well-known but little understood curse from the gods. Serpent claims the severed limb as a conversation piece for the ship's dining room.

The Hole in the Floor

They finally make it to the “light hole” room and float down via feather fall spells into a large room. They break out various light sources and head west thru a door unlocked by Mitabu. The next chamber features three transparent rooms, each with its own door. Those rooms are empty of any goods and prisoners. Several jeweled eyes (monitoring devices) are pulled off the walls and the gold wire and green rods are extracted.

They around and head east. The next room has a jeweled, tables, strange tools, an unassembled mechanical bat, a human made chest, and some tanks containing jelly fish.

Serpent studies the jelly fish and declares, “These are not natural jelly fish.”

Mitabu opens the manmade chest to reveal it is partially full of gold bars – some are missing. One shaved gold bar is found on a table near the unassembled mechanical bat. Gold wire is ripped from that construct and some other projects in the room. In all, there is perhaps one hundred pounds of gold (5000gp) – only one in five bars is still present in the room. They also loot shiny stones and mechanical implements.

A door on the south wall is opened onto a large room that still enjoys power. The lights reveal several pillars, a multi-tiered dais, and a very large aberration of green and teeth and too many limbs seated a top the dais. Several more dead aberrations man consoles near it; they have green spikes jutting from their heads. Each aberration's body is spotted with glass domes containing brains.



The large aberration declares, “So! You do desire the glory of being destroyed by the Chief Engineer personally!”

The green spiked aberrations rush to the attack, while the Engineer presses buttons. The first aberration closes with the pirate, bites Sindawe, then dies their concentrated attacks – blunderbuss, temple sword, and rapier. The second aberration watches Serpent charge past, up the dais, leap, and smash the Chief Engineer with his staff, then continues charging the other pirates.

The staff smashes through the illusion into an empty seat – the Chief Engineer's chortling greets them from the southeastern end of the room. He is seated on a mechanical chair that shoots lightning at the trio of grouped pirates. The remaining zombie aberration attacks Mitabu with sharp teeth, then it too falls to temple sword, rapier, and pistol fire.

Serpent eyes the distance to the floating Chief Engineer and weights his next action. He charges almost the entire distance before the creature disappears. Sindawe runs to the room's center. Mitabu builds a smoke emitter. Wogan casts *invisibility purge* from a scroll, then he moves to join Sindawe.

Everyone waits and listens. A bank of lights dims momentarily, leading Sindawe to guess at the invisible Chief Engineer. He charges, slides slightly on a *greased* patch, and slashes about with his sword until Mitabu throws a bomb into the vicinity. He sees something amorphous thrown apart by the explosion. Wogan joins him in the area but his *invisibility purge* reveals nothing. A *lightning bolt* from the southwest corner hits them.

No one immediately charges the visible Chief Engineer and its new position. Wogan casts dispel magic on its flying platform – the creature remains flying but a bank of lights winks out the flying chair. Serpent uses his *spider climb* to run up a wall and across the ceiling at the creature.

The Chief Engineer flies away from Serpent toward the room's center then turns on him and hits him with a many colored ray that robs him of strength. Sindawe runs, leaps, deploys his *immovable rod* to gain another leaping off point, and reaches the flying creature. Mitabu throws a bomb that misses. Wogan uses the Rain Tiger to cast *magic missiles* at it.

The Chief Engineer bites and claws at Sindawe while he tries to grapple it – all miss. Mitabu and Wogan shoot pistols – the bullets miss Sindawe and tear holes in the monster. Serpent runs along the ceiling and leaps upon the monster with two handed axe attack that savages its green flesh.

The Chief Engineer flies erratically to the northeast, trying to shake the monk off. Wogan and Mitabu keep pace and continue firing from pistols. Serpent tears off his shield and aims his bow. The Chief Engineer casts *grease* upon itself and continues flying for the room's only exit, but Sindawe holds on. Mitabu reloads while Wogan shoots from a repeating firearm and Serpent shoots arrows.

It flies lower and squeezes its bulk thru the door, then smashes into the jelly fish container. Alien jelly fish and water spill out across the floor. Sindawe launches a flurry of blows upon it, one of which dislodges a green spike from its head. The pair plunge into the jelly fish filled water. Mitabu runs up to the open door and throws a bomb in. Wogan follows that with called lightning which fries the jelly fish but not Sindawe (thanks to his *ring of energy protection from electricity*).

Sindawe hears the Chief Engineer's telepathic voice, "You have won nothing." The jelly fish sting him as he climbs up onto a work bench.

The engineer's throne powers up: sirens blare and lights flash angrily. An electronic voice explains that something will happen in set amount of time (alien measurement). He spots a five barbed stave in the Engineer's grasp.

Mitabu tosses an electricity trap into the jelly fish room. Serpent's *call lightning* joins in. Jelly fish die.

Sindawe wrests the staff away and flings it to Mitabu thru the pried open doorway – it is made of an alien white material. Mitabu attempts to activate it while Wogan hits the jelly fish with more *called lightning*.

Serpent joins Sindawe in the room; they pick up the gold chest and hurriedly move back to the surface. Mitabu hits Wogan with another spider climb to allow him to climb back to the first floor.

Then they hit the doors they have not pried open – only three doors from the exit. Serpent uses a *chime of opening* to force two of the doors. Mitabu works furiously on the final door. They spill into the ovoid room, inhale deeply its alien gases, and stare at the door 20' overhead. Serpent climbs the rope while the rest climb the sides. Wogan whacks the gold rod against the portal to no effect. Mitabu spots the alien lock and demands, “Electricity! I need electricity to pick this lock.” Wogan channels lightning through the rod.

The viridian portal opens and they climb thru rapidly. The white stave is banged against stone and it leaves a large dent. Everyone climbs rapidly up the shaft and reach the ship. And they continue moving rapidly thru the ship's hold, up several stairs, and onto the deck.

They signal the waiting longboat. Serpent and Sindawe tie off the gold chest and begin lowering it toward the water. Mitabu dives into the water and climbs aboard the longboat. Wogan casts water breathing on his friends then dives too.

The long boat is paddling away when the explosion comes, luckily Wogan is able to command its crew well enough to ride the wave.

Aboard the Chainbreaker

They board their ship. The gold chest is put away. Serpent finds an empty spot in the map room for Captain Riggs' severed arm, then asks Thalios Dondrel, "Can you taxidermy this black spotted arm?" He holds the cursed limb forth in full view of the crew.

The crew goes nuts! They demand that the arm be removed immediately from the ship. It is eventually shot out of a cannon.

Loot:

- translucent mechanical bat
- green gemstone image capturer
- Acid spitter
- three green gemstone spikes with gold inlays.
- 17 * hexagon pieces of white, crystalline material. One claimed by Wogan.
- Captain Riggs +1 keen rapier. Claimed by Mitabu.
- staff with gold inlays
- lattice of gold wire and an onyx gem * 6, plus more from vivisectionist mechanical. 600Gp in all.
- Chest of gold – 100 pds or 5000gp
- white stave

Immediate tasks:

- Shake out run continues for Chainbreaker
- Sell Boastful Shaman's cargo, not at Port Shaw or Eledar.
- Send word to Aspis Consortium.

- A pair of Mwangi slaves are found in Alvingham's quarters. They (Chidike and Kunto) are freed and brought aboard the Chainbreaker. The sixteen years olds are eager for a new life of piracy.
- New home for Rucia

Weird Stuff from last game session:

- Rucia and not Crazy Jake was taken captive by the cult.
- Serpent and Samaritha have twin sons instead of a son and an egg.
- Mandohu appears to be a lizard man to Serpent (instead of a flying gorilla) but again his companions see only the hat of disguise guise of Mandohu.
- The cold locker appears to be a hellscape to Serpent.
- The eight-pointed star is missing.
- Their chaos stone menhir chunks are missing.
- Wogan moves to Rucia's side and unties her. She disappears for a split second then Wogan's invisibility purge brings her back into sight.
- Narava, the blue skinned and dark eyed man, works for his master Tammerhawk.

<http://pathfinderwiki.com/wiki/Elleder>

<http://pathfinderwiki.com/wiki/Senghor>

[http://pathfinderwiki.com/mediawiki/images/a/a1/Inner Sea region map.jpg](http://pathfinderwiki.com/mediawiki/images/a/a1/Inner_Sea_region_map.jpg)

<http://www.mapsofgolarion.com> --- an interactive map!!!

Tasks while in the South

- Capture Tammerhawk or the Serpentfolk that impersonated him

- Shark Cult that done killed Black Dog the Pirate and made him a ghost
- More information on Senghor, Eleder, and Port Shaw
 - Intelligence on Senghor navy
- Hull wood from ships
- Intelligence on all ships in harbor, including those going further south with cargoes rather than north bound “raw resources”.
- Keep Aspis Consortium “informed” and paid, so that new intelligence keeps coming.

Notes:

Aspis Consortium:

- “We have a large presence in Eleder but very little in Senghor. Senghor is a large city and trading hub whose leadership is made of a different ethnicity of Mwangi, the Caldaru; they look different. Anyway, their laws don't allow slavery and they turn back any ships with slaves aboard. And the Aspis Consortium doesn't do well there. They have a decent sized navy of several dozen ships and actively fight piracy in their waters (100 nautical miles out). Yet they allow known pirates to dock and trade there.
- On the shipping lanes. Traffic goes north and south. Traffic going south will be bound for Eleder, Senghor, or Port Shaw. Awaiting northbound traffic not going to Bloodcove would be key. Northbound traffic carries:
 - Port Shaw: whale oil, slaves, tobacco, spices, exotic fruits, ivory, other local natural resources (herbal medicines etc.)
 - Eleder: slaves, lumber, gold and gemstones, salt, sugar cane, hemp, ivory, other local natural resources
 - Senghor: the same but no slaves

Southbound traffic carries: tools, books, wheat, cotton, weapons, luxury goods. Port Shaw is on the frontier so less luxury goods and more useful stuff.

- Serpent, Wogan, Mitabu, and Sindawe woo an Aspis Consortium officer using Captain Esteban's letter of introduction.
- “We have agents in Senghor; they could provide information on specific vessels. But being an agent is expensive. Very expensive.”
- Wogan and the man begin haggling. Southbound traffic carrying finished goods, traveling alone and with light traffic. He tells them that the *Boastful Shaman* is leaving Senghor in three days’ time for Port Shaw. Captained by Brock Alvingham.
- Barrison Hargrove, governor of Port Shaw. Loves big beds.
- *Boastful Shaman*. Captain Brock Alvingham. Hull wood. “If you leave us the bed we can tell Barrison Hargrove that it was natives in sloops that got us.” “Hire all new crew – one of yours sold you out.”

Hull Wood

- *Boastful Shaman*. Captain Brock Alvingham.

Gear and loot:

- Sindawe: three recently inked “treasure maps” that Mitabu artificially aged.
- *Chainbreaker*: olive oil (75gp per 5 gallon),. metal goods (merchants), armor (good uniform armor for municipal dragoons).

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