

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 1/15/2012

TODAY'S EPISODE: MONSTER ISLAND PART 2

Our heroes are on Monster Island (Nal-Kashel), two miles off the Sallow Coast in Cheliah. Off camera is another team of NPCs, charged by Captain Sindawe with locating a soft, rich pirating target on the Sallow Coast's north end. And reportedly their ship, the *Teeth of Araska*, is anchored on Monster Island's north-eastern side.

Our heroes today are:

- Captain Sindawe H'kilata Narr, the fist-punchin' Mwangi monk (Chris).
- First Mate Ref "Serpent" Jorensen, the staff-bashin' Ulfen druid/ranger and his snake Saluthra (Paul).
- Gunnery Mate Wogan, the pistol-packin' celibate cleric of Gozreh (Patrick).
- With them are the pirates Slasher Jim and Gareb. Del and Spee had originally come along, but both have met monstrous fates.

Back on the *Teeth of Araska* are:

- Hatshepsut, monk and high priestess of a lost civilization who doesn't savvy much Common and her cobra Naja.
- Samaritha, the wand-blastin' serpentfolk wizard in the guise of a pretty half-elf.
- The rest of the crew, some 20+ souls consisting of:
 - Survivors from the ship's previous pirate crew
 - Ex-slaves escaped from their Chelish owner and recruited from their castaway island home
 - Various other recruits, some willing, some not.

The away team consists of:

- Bosun Tommy Blacktoes, the staff-slingin' sneaky halfling rogue (was Kevin, now NPC).

- Lavender Lil, a buxom, tiefling ex-prostitute.
- Crewmen:
 - Kahina, ex-slave
 - Sevgi, ex-slave
 - Little Mike, ex-Chelish Navy
 - Rolf, who killed an owlbear in Zincher's Arena

THE ZIGGURAT - PLACE OF MYSTERIES

Wogan has just finished an extended conversation with The Watchers, which are tiny, flying, teleporting lights. These creatures observe anything of interest on the island and report back to their Masters, though it is not clear if the Masters are capable of receiving reports given that ancient Azlant was destroyed ten thousand years ago. Thanks to this conversation the pirates have gained some useful intelligence:

- ⤴ The fisher folk of Blackcove are mostly located at the Observatory, a large crystalline dome. And they have all been warped into fish-men.
- ⤴ The location of the observatory frequented by the fish-men.
- ⤴ That their ship, the *Teeth of Araska*, is anchored on the island's north-eastern end. This is important since the ship went missing yesterday after the Cthulian tentacle attack on Blackcove.
- ⤴ A fish-man, wearing the Necklace of Alivis, entered the Ever Growing Tower for purposes unknown and was killed by the large reptile dwelling there.

Clues and Loot

But the pirates decide that the first order of business is to explore the ziggurat further. They want to locate the strangler monkeys' den for clues and loot. And

then there's the lever in the rubble; when it was pulled Wogan heard scraping stone noises. In fact, the strangler monkeys attacked shortly after the lever was pulled so their den might be accessed by the lever.

Wogan begins searching the stagnant pool room. Serpent searches the rubble filled area, and Sindawe with Slasher Jim and Gareb search the area in the middle of ziggurat where there is also a reverse ziggurat (descending and acting as a drain).

Wogan finds nothing but gains a greater appreciation of the ancient Azlantis' engineering skills, powered by the same foul magic that makes flying buttresses possible!

Serpent finds a tunnel that goes some distance back. The tunnel is too small for any of the pirates but perfect for the strangler monkeys. Plus, he spots their tracks near and in the mouth of the tunnel.

Serpent and Wogan hatch a plan to use a dire rat (acquired via the Summon Monster spell), which is small enough for the tunnel and large enough to drag likely objects back. Unfortunately, they are only animal intelligence so its work will be hit and miss. The GM rules that the dire rat can make one loot run per melee round, giving it six rounds (i.e. the spell's duration). It recovers:

1. A small, darkwood shield, non-magical. The gathered pirates are quite happy with this item.
2. A mouthful of coins: 4sp.
3. A mouthful of coins: 3sp.
4. A mouthful of coins: 4pp.
5. A clear gem. The pirates do not recognize the type.
6. A signal whistle.

Slasher Jim picks up the whistle and declares, "If we had had this earlier Spee might still be alive." The other pirates consider this dubiously.

Serpent replies, "I think we would have heard the rape whistle for a few seconds before the tentacles ended Spee. You know... instead of his screams."

The Reverse Ziggurat

The reverse ziggurat is a spiraling well 90' deep with landings every 10' down that are connected by stairs on alternating sides. The surfaces are slippery, so Sindawe descends alone, leaving Slasher Jim and Gareb to search the ground floor.

The bottom level is a relatively featureless floor with pools of dirty water. Sindawe notices a section of floor that appears different from the rest. He pounds viciously to ensure it is not a monster; it does not counter attack. He tries prying it up without success but does notice he can touch surfaces that he cannot see.

Sindawe backs off and eyes the floor suspiciously, then calls up, "Send down Wogan or Serpent. I think this area has an illusion or hallucinogen protecting it." Serpent quickly descends. He examines the area and notices that the tile section beneath the illusion is in a sunburst pattern (actually an iris portal).

Slasher Jim is assigned to lever duty, while Wogan and Gareb observe from the top of the ziggurat well. Sindawe and Serpent wait one floor up from the bottom and observe.

The lever is thrown. Stone scraping sounds come from the reverse ziggurat's floor, but nothing moves. Sindawe investigates the floor, gingerly feeling forward with his toes. He finds a section of open floor with stairs going down. He descends slowly, again feeling his way carefully. The iris snicks shut dealing 16pts of damage

to the monk. Sindawe is amazed and relieved that he did not lose his head or a limb to the trap. To a lesser degree he is also relieved to be above the closed iris.

The pirates have Slasher Jim pull the lever again. Serpent and Sindawe wait to see if the iris is on a timer. They wait and wait and wait, well past the time it took the iris to snap close on Sindawe. The trap was clearly activated by Sindawe descending the steps. And several minutes later the iris closes. The pirates discuss ways to defeat the trap and come up with a plan banking on the *levitate* potions they found cached nearby: Drink the *levitate* potion, throw the lever, let the iris open, and the drinker throws himself thru the open iris while avoiding the stairs.

And it works out about that way. There are no stairs past the sixth; instead there is a huge shaft that goes down at least 90'. Sindawe descends, looking for traps, exits, etc... He becomes alarmed by the deep-sea crustacean like surfaces of the shaft. He descends the 90' to find a large chamber (another 40') with three exits, two of which are collapsed. He decides to use the last of the *levitate* to return to the surface.

Sindawe relates what he saw to the others. Even if the band of pirates were interested in investigating what might well be the innards of a huge sea monster, the logistics of lowering themselves and returning thru the iris seem pretty grim. They have a limited amount of rope and only five *levitate* potions. The officers decide to hold off investigating this area until they have exhausted the easier to reach sections of the island.

Murky Water

The pirates decide on the Ever Growing Tower next because it contains the Necklace of Alivis, which they hope will open new vistas to them. The pirates head southeast. En route they pass a sea shell like tower with a strange door. The door is muddy water flowing up from the ground. Serpent tries it tentatively, then plunges heroically thru.

Wogan declares, "It's a 'nut cleaner' door."

Inside, the water flows up the walls, across the ceiling to the apex, then descends in a column ending in a large globule floating several feet above the floor. Water drips slowly from the ball. The walls are seascape murals. All of the water in the chamber is dirty.

Serpent touches the ball of water. Tentacles emerge and attack! Surprise! Serpent yells for help. A tentacle grapples and squeezes him for 11pts. Sindawe rushes thru the door and moves to attack the tentacle holding Serpent, but decides "Oh hey, that's a tiny tentacle and I will probably just hit Serpent. I will attack blindly into the murky ball of water." Sindawe attacks into the murky water and misses with a 25 to hit, thanks to the +8 AC bonus ("underwater creatures attacked from above the surface") and/or a 50% miss chance from the murky water. Wogan shoots and misses. Serpent attacks his tentacle with a silver scimitar for 6pts. The tentacle is damaged but it is clear that silver weapons are as effective as non-silver weapons against this creature. Wogan declares, "Of course! We think ahead to acquire silver weapons and none of these creatures have the decency to suffer grievous injuries from them! Where are the SeaShellWereWolves?"

Another tentacle attacks Serpent and misses while the original squeezes him. Three hit Sindawe and handily grapple him for 14pts of damage and 3 more for

squeezing. He beats on the tentacles with his fists and delivers 8pts. Serpent hits his tentacle for another 6pts. Wogan casts *Purify Food And Water* on the muddy water ball, which clears out all the mud, revealing a giant octopus. At this point the pirates realize the fight isn't against the Cthulian tentacle monster from yesterday! Huzzah!

The octopus drags Sindawe into the water ball where it begins biting at him. The squeezing continues for 3 more points on both Sindawe and Serpent. A tentacle misses Wogan, while Slasher Jim and Gareb are both hit and grappled. All of the pirates attack the tentacles grasping them. They nickel and dime the octopus with a thousand cuts, stabs, and bruises.

Wogan shoots the creature for 23pts with his musket, then again later with his pistol. The grappled pirates continue struggling and slashing at tentacles. And Sindawe continues drowning. Wogan issues forth a Healing Burst for 15pts keeping several pirates from dying. No one complains that the octopus was also healed. The octopus accepts its healing graciously, then squirts ink into the water ball effectively hiding itself from view again. Bastard!

Sindawe swings futilely. Serpent deals 11pts of damage. Wogan casts *Purify Food And Water* to clear the water again, which provokes several tentacle attacks. He is grappled and squeezed for 11pts.

Slasher Jim squirts free of the tentacle holding him and into the water ball where he stabs the creature in the eye with his special prostitute-killin' knife for a tremendous amount of damage. The octopus collapses. Hurrah!

Octopus Gizzards

Wogan begins healing the wounded. Gareb is going into emotional shock, alternating between "nothing happened, we're all safe as houses" and staring slack jawed at the octopus corpse. He refuses to go near it. Slasher Jim is the first to slap some sense into Gareb.

The Watchers appear and hover over the corpse. A quick search reveals no loot in the large room.

Wogan pulls the octopus free of the water ball, succeeding with Serpent's help. He then begins carving it open announcing, "I bet it has loot in its belly."

Serpent pitches in, adding, "These things have ink and poison sacks. I think." A short time later he extracts both intact. The poison gland will provides eight doses. The poison won't last long, so it is immediately applied to Sindawe's spear and the short-sword/dagger sets favored by Gareb and Slasher Jim. (There is a 5% chance of poisoning oneself during application. A fumbled attack also results in self-poisoning.)

The autopsy continues. The stomach contains a fish-man head. Wogan gives up sifting thru the guts and decides to cheat. He casts *Detect Magic* and quickly finds a corroded scroll case (2 *Freedom of Movement* spells) and a potion of *Swimming*.

Slasher Jim tells a Captain Baumann story: "Once, she escaped a gang that had boarded her ship by climbing out a port hole. They figured she wouldn't reach land from so far out. But she had a potion of *Swimming*. That night she found her ship in port, boarded quietly, and murdered the gang while they slept."

The Ever Growing Tower (sung to the tune of 'Never Ending Story')

The pirates walk back to the first ring of the city, descending the 40' drop. They walk past a large tower to approach the Ever Growing Tower, which sits on the island's cliff edge. The exterior is mollusk like, with large man-crushing/man-slicing sections flaking off every few seconds. The orbital barrier is clearly shaking the tower apart but the tower avoids collapse by constantly regrowing its damaged parts. Ergo the man-crushing flakes.

Serpent, "Why are we here?"

Wogan explains, "The necklace is here. With the necklace we can reverse the warping that is turning us into fish-men. Maybe."

Serpent says, "But my black blood is so METAL! But you (pointing at Sindawe) look pretty bad."

Sindawe replies, "Yeah. And my penis has an outward facing set of suckers and fangs."

Serpent shudders, "Hatshepsut lets you stick that in her?"

Sindawe stares for a second before saying, "No! I was joking. But if she did, I would have to marry her. A woman that puts up with that... that's love, man!"

Slasher Jim ends the conversation by noting, "Yeah, blood always makes sex better." Every one hopes he is joking, yet no one believes he is joking.

The GM calls for another round of Fortitude saves. Gareb gets worse with roiling guts. Slasher Jim's skin begins weeping a mucus-like substance that makes him more difficult to grapple. The officers manage to fight off further warping.

The pirates make a mad dash to the tower to shorten their exposure to falling bits of tower. Gareb doesn't make the initial dash because his guts seize up in pain. Wogan gets hit by falling debris. And then a large, kill crazy lizard rushes out of the

tower and attacks Sindawe. The lizard appears much larger than it actually is thanks to its frill, which is also frightening (DC 13 Will save v. fear). Slasher Jim runs up and hits the creature.

Wogan keeps running, makes the tower, turns, and casts *Blindness/Deafness* on the lizard. The lizard is not affected. Serpent attacks the creature with his staff, hitting. The lizard attacks Jim, missing. And its tail misses Sindawe.

Gareb rushes in, clutching his guts, to attack the lizard. Shell fragments hit both Gareb and Jim. Serpent hits the lizard twice (one of those thanks to the Menacing enhancement on Sindawe's orichalcum weapon). Sindawe's Flurry of Blows ends the creature. Jim and Gareb yell, "Protect the cleric!" and rush inside the tower. The Watcher lights appear and hover over the lizard. Sindawe and Serpent run inside too.

Wogan heals the wounded, noticing that his healing works better on Gareb. He suspects Gareb's mutation augments the healing.

Corpse Pull and Autopsy, Ah, It Is the Pirates Life for Me!

The pirates begin looking around the immediate area. The floor is littered with shell fragments. Serpent also finds a lizard pellet with a fish-man head in it. But no necklace.

Sindawe decides it must be in the lizard corpse. He asks for Serpent's rope and ties a lasso in one end. He eyes the corpse for a good "tying off part" and orders the others to be ready to pull.

Slasher Jim bets Serpent that Sindawe will have to lasso the dead lizard four times because of the falling shards of tower (they're very sharp). Wogan and Gareb

want in on the action too: Wogan takes one lasso, Serpent two, Gareb three, and Slasher four. Each pirate puts in 50gp. Privately, Serpent wonders where his crew acquired such princely sums.

Sindawe dashes out, dodges the falling fragments, lassos a foot, and dashes back inside, again dodging falling debris. The pirates pull. And pull. And pull. The dead lizard is heavy. The first pull drags the creature 15', the second pull fails, the third pull gets another 10', and the last pull gets the corpse inside. The rope narrowly missed getting sliced four times! Wogan wins 150gp.

Wogan and Serpent perform the autopsy. They're quite good at it thanks to Wogan's Heal skill, Serpent's Survival skill, and an abundance of cutlery. The two pirates find the Necklace of Alivis. It is made of a silvery gray metal in interlocking rings. Each ring contains a slowly rotating gem. The largest ring contains a gem that looks like a sunburst. Wogan examines it carefully but cannot determine anything other than "it is magic".

Sindawe asks Wogan, "Is the necklace magical?"

Wogan, "Yup."

Sindawe, "Try it on." The other pirates pick up the chant. "Try it on! Try it on!"

Wogan succumbs to the peer pressure and tries it on but notices no immediate difference.

Meanwhile, the other pirates continue searching the tower. Gareb finds a conch. He proudly announces, "Horn!" and blows it. A magical fog shoots out engulfing the room. Pirates stumble about in the fog shouting curses at Gareb.

After the fog clears, the pirates prepare to exit the tower: weapons are re-poisoned, steaks are cut out of the lizard, and everyone stretches for the mad dash. Then Gareb says, "I wonder if this conch works all the time!" He blows before anyone can stop him. The room floods with fog as pirates dash outside and thru the falling debris zone.

Fashion Talk

Sindawe offers, "Maybe the necklace allows you see things others cannot. We should return to the octopus building and other places to look around again." The pirates start walking.

A few minutes later Wogan asks Serpent, "Why don't you wear pants?" Serpent wears a kilt.

Serpent explains, "Pants limit your movement. And they constrict your man parts. With pants my seed is strong. Without pants my seed is unbeatable. And it gives me the edge in a fight; no one likes fighting a man with dangling junk. Especially my huge dangling junk."

Several of the pirates cough uncomfortably.

Sindawe, "We killed a bunch of your countrymen last week... those raiders. None of them wore kilts. Until we met them I just assumed your taste in clothes was a cultural thing."

Serpent looks puzzled, "What's a *kilt*?"

Gareb blows the Fog Horn again.

Return to Octopus Home

The pirates return to the octopus building. There are three Watcher lights inside, hovering above the huge corpse. Wogan approaches, holding his new necklace up. The lights say in a buzzing Aklo, "You wear the necklace of Alivis, the master of the orrery (a model of planetary rotations)."

Wogan, "Can I control the orrery? And where is it?"

"In the observatory."

"What is this room?"

A light replies, "An aquarium." F'ing Azlanti SEAWORLD.

During the conversation Wogan starts to notice an overlay of lines on the water, magical power lines. He asks the Watchers about the lines, but they are ignorant of this particular experiment of the Masters. The pirates ask The Watchers more questions:

"Are the fish-people safe?" *Yes.*

"What are they doing?" *Digging.*

"Why are they digging?" *Unknown.*

"Where are the Masters?" *The graveyard.*

"Is the graveyard the place with the silvery pools?" *Yes.*

"Why were the villagers there?" *To talk to the Masters.*

"Aren't the Masters dead?" *Yes.*

"And they can communicate even while dead?" *Yes.*

"What can we do to avoid angering them?" *Soul sparks.* A long conversation ensues, but the gist is: just as the Watchers are powered by life-force, it can also be

used to power whatever allows discussion with the Masters, which probably explains the large number of dead fish-people in restful repose postures laid around the silver pools.

The Watcher lights wink out.

Where Did We Park Our Ship?

The pirates head off to find their ship, which is reportedly on the north-east end of the island, where there is a natural cove. The trip takes about an hour, including traversing another mini-cliff. Wogan spots a road that starts at the base of a cliff and starts again at the top. Which means the rises and drops within the city must have occurred during Earthfall. Figuring something out makes several of the pirates feel like they're making progress.

The GM calls for another Fort save. Serpent's eyes turn a shiny black color. He experiments and finds he can see 10' in absolute darkness. Sindawe's limbs lengthen and thicken giving him a +1 Natural armor bonus. Slasher Jim's skin begins drying out causing him pain and a bit of sickness. Wogan examines him and declares, "He's drying out for want of a saltwater bath."

They reach the north end of the island to find that this entire section of the island sunk during the cataclysm forming a sunken cove. There is also a channel running back to the ziggurat, though the water would have to be 15' feet deeper to make it navigable. Dozens of villagers and the *Teeth of Araksa's* crew are clearing the channel. There is a bit of beach on each side of the channel, but the channel itself is

more recent. All of this is about 180' down. There is a rough carved staircase down. The channel leads to a large cave in the island.

Sindawe employs his spy-glass. The laborers are widening and deepening the channel, as well as extending it to the cave. He doesn't spot Samaritha or Hatshepsut amongst the laborers. The laborers have all been mutated into fish-men. Wogan and Serpent take turns at the spy-glass.

The officers discuss the situation. They need a crew to sail their ship out of here. A regular, non-mutated crew. They could flee to the mainland and hope that their own warping ceases. But they harbor some obligation to their crew and significant others (Sindawe's Hatshepsut, Serpent's Samaritha, and Wogan's alcohol stores). Damn that *Pirates Code of Honor!* So, they are pretty much committed to shutting down the Masters' warping experiment.

Sindawe asks, "The Observatory?"

Wogan, "Sure. It is one of the few significant buildings we haven't been to. And it beats investigating the digestive system of the monster beneath the ziggurat."

Serpent asks, "There's an observatory?"

Sindawe and Wogan start walking. The others fall in behind them.

Slasher Jim croaks, "No seawater for me?"

"No. Sorry."

The Observatory - We have Tron-style 'Light' Fights!

The Observatory is a cracked crystalline dome surrounded by gardens and supported by intricately carved columns. Smashed doors of coral reveal the gloom

within. The building is 200' across and 60' at its highest. The pirates enter through the safest looking of the smashed doors.

Inside the dome seems to block out the sun in favor of the stars. There are glyphs, plaques, and globes floating in circling patterns in the orrery. The globes are metallic. The sun is not at the center. And there are lenses too, focusing lights on specific parts of the mechanism.

Wogan tries his new *Necklace of Alivis* vision in the chamber. With it he can see the planet's orbits as ellipses of energy. Given the dearth of understandable information and abundance of moving parts the pirates opt to look around.

They head up the stairs to find another level with more lenses and other devices. The level looks down onto the orrery.

They take the stairs up to the next landing. While going up the stairs two of the metallic globes (planets) pass thru each other rather than hitting each other. A light shines off them and hits Gareb. He suddenly becomes hazy and blurry, as if out of sync with our reality.

Gareb starts chattering away, "There are spiders near Wogan!" He backs down the stairs and then starts running, refusing to answer any questions. Serpent grabs at him, but his hand passes thru the panicking pirate. Sindawe follows.

And then a giant spider with a hideous humanoid head appears from nothere next to Wogan and attacks. It misses and then disappears. Then another appears, attacks and also misses. Pirates pull out cutlery and guns and begin shouting:

"What the hell are those?"

"They have human faces!"

"Keep your eyes peeled!"

Sindawe returns. Serpent holds an attack. A beam of focused starlight hits Sindawe (he makes a 15 on the Will save). To the other pirates he appears and disappears. Sindawe sees two spiders flashing in and out of existence in some hazy dimension just out of shift with our own.

One of spiders appears next to Wogan; it bites him viciously and wraps several legs around the struggling pirate. Wogan makes his save versus the poison, but he winks out with the spider. Wogan and Serpent both miss with their held attacks. Sindawe is able to see the spiders while they are winked out, but only infrequently. The second spider bites Slasher Jim for 8pts and winks out with him.

Jim attacks his spider in the "wink-out world" but misses. Outside, Gareb is overcome by nausea and collapses. Wogan shoots his spider and hits. And then Sindawe unloads a Flurry of Blows on Wogan's spider for 32pts of damage. (Note: the GM reveals that Sindawe is under the influence of a Blink spell which offers a distinct advantage when fighting phase spiders).

Serpent decides that the ray of light that hit Sindawe is a good thing. He leaps into the path of a nearby light. Instead of the *Blink* spell, he gets hit by an arc of electricity for 4pts of damage. The same light almost strikes Sindawe.

Wogan's spider lets go of him, allowing the pirate to return to the prime material plane. The spider then attacks Sindawe. The spider holding Slasher Jim decides to finish Jim off, hitting for 21pts of damage. Jim collapses but makes his Fort save versus the poison. Gareb thinks about coming back in to help, but his bravery fails him. Wogan pulls another gun and readies to shoot.

Sindawe ends Wogan's spider with another Flurry of Blows. Black greasy spider blood sprays. Serpent manages to get hit by the right light this time and he begins blinking in and out and can see the living spider, Slasher Jim, and Sindawe.

The living spider screams at the death of its mate. It drops Jim (who appears back in our plane) and attacks Sindawe. Sindawe lunges to attack the spider but misses thanks to the *Blink* spell ending right then and there. Serpent rushes the spider and slams it for 13pts with his staff.

The spider says, "I will taste your flesh!" in Aklo. It has a human like face! It bites Serpent for 14pts of damage. Serpent saves v. the poison and avoids the grapple. Wogan moves to Jim and heals him with a *Cure Moderate Wounds* (17pts). Jim climbs unsteadily to his feet with a knife in hand. Serpent delivers another 21pts of damage to the spider.

The orrery fails to fire another random beam. The phase spider turns and escapes thru a nearby prime material wall, leaving an unhappy Serpent behind.

Wogan continues healing Slasher Jim and returns him to full health, except for the 2 pts of Con damage.

Smoke 'Em If You Got 'Em!

The pirates head outside for a rest. It turns out Gareb was hit by a *Blur* spell, so he could see into the ethereal plane but not interact with it. Gareb is a broken man thanks to the many terrors of the day... and yesterday... and possibly because of his career choice and excessive drinking.

Sindawe declares, "Time for a break. Kahve and food will make us all feel better."

Wogan declares, "Lunch!" And then consumes a heroic amount of rum in one long, guzzled drink.

Gareb keeps clinging to people and repeating, "Don't kill me, captain! I can take it!" Captain Sindawe forces food and drink down the pirate.

Jim collapses. His skin is cracked and dry. Wogan and Serpent immerse him in a nearby mud puddle. He can't breathe the water, but the water reverses the drying and cracking, snapping him out of his funk. Wogan believes he can continue if he takes periodic baths.

Gareb calms down some, but remains shell-shocked. Wogan presses a bottle into his hands. Gareb drinks deeply. A short time later he falls into an alcohol fueled coma.

CLIFF HANGER

The pirates finish their meal, have a shot of rum, gear up, and head back into the observatory. Gareb, lying beneath a blanket, is left to his well deserved sleep.