

## Reavers on the Seas of Fate - Session Summary 08/06/2017

### Today's Episode: Elf Island Orgy

Our heroes and ship have docked in Eleder, the capital of Sargava, for piracy information from the Aspis Consortium. While there they are hired by nobles, the Tolcrist, to find their missing daughter, Genevieve, who disappeared while sailing with Jasinth Deepwarder, daughter to a Vicount of Eleder. After some due investigation, our heroes have borrowed a ship, rounded up some of their own pirates for company, plus Jasinth, and set sail for Dolenta Island. En route they board and liberate the slaves aboard the slaver ship, Iron Bastion. The slaves are promised a safe haven on Dolenta Island, they accept, and Jasinth becomes their captain. Both ships continue onward to Dolenta Island, where Champagne Morning takes the lead and is sunk by a sperm whale. That crew kills the sperm whale, makes the shore while hauling the ship wreck behind, and fought with shark men on the beach. The fight ends with two crewmen dead, one kidnapped by shark men, two pirates giving chase, and the remainder on the beach exhausted and/or asleep.

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

\*\*\*WARNING – STRONG SEXUAL CONTENT\*\*\*

### ***The Jungle Orgy***

Sindawe and Serpent link up on a jungle trail near a vine covered ship wreck. Serpent examines the tracks to determine where the shark man has carried Melella off to. That trail leads past the ship wreck along with many tracks, at least four sets. At a fork, the kidnapper takes the less traveled trail. They avoid a suspicious plant on the trail. Drums sound in the distance. And there is the smell of wood smoke. Another pit trap is found before they fall in it. They move off the path again and head toward the drumming. They cross a clearing that was once cultivated. Serpent pulls up one of those plants revealing a large yet unidentified black root. They leave the field, enter another strip of jungle, and arrive another smaller clearing.

In that clearing, a roaring campfire, large crude drums, an altar of coral, and a statue of an octopus god. Degenerate men and women beat the drums, dance around the fire, and hit each other with crude clubs – but mostly, couple (and more) with each other in a huge non-stop orgy. Some wear nothing at all, but some have the rags of expensive clothing still on parts of their bodies. And no sign of Melella. Sindawe and Serpent decide to sneak past and around. Only a single intoxicated female drummer notices them, but she keeps drumming.

On the far side they find a village of crude huts and a stone shrine. Melella and her kidnapper emerge from the shrine. The pirates are surprised to find her awake when they last saw her she had fallen asleep from the beast man's bite. And then she eagerly engages the kidnapper in carnal pleasure.

Serpent notes, "Maybe the black roots they are burning are causing this effect."

Sindawe and Serpent decide to return to the beach for Wogan, reasoning there are too many combatants in the village to take on without backup... at least seven. On the return, Serpent also spots magenta vines that gives off vapors. And he hears a voice that only he can hear call out to him from the ship wreck, "Enter! And Kill!"

They hear gunshots in the distance.

### ***When I Think About You...***

Meanwhile, back on the beach, Wogan watches the sleeping pirates rub themselves and writhe in rough, unconscious masturbation. Slapping, splashes of water, and medical examines do not wake them. He finds no sign of venom or poison. Several minor spells are tried to no avail. He and Mandohu try to make them comfortable. And build a blind near the beached *Champagne Morning*, to hide them from the jungle.

A zombie gentlemen (well dressed in rotting finery) walks out of the surf carrying a great ax. Wogan shoots it before a fog raises from the surf... which Wogan negates by donning his Goz Mask. He notes that the zombie has four allies who emerge from the surf behind him. Wogan casts *sleet storm* which slows several of them. Then he opens fire with his collection of black powder and Azlanti firearms. A lucky shot ends one of the late comers. The gentlemen and another late comer gradually pull ahead. Wogan switches to positive energy bursts on the cluster. The zombies close and Mandohu attacks the closest with his spear. The rest of the zombies are dispatched in hand to hand combat.

Serpent and Sindawe exit the tree line as a launch approaches the beach with the beached *Champagne Morning*. It is loaded with their pirates and some of the Mwangi ex-slaves. Everyone meets at the beached vessel. Wogan is able to identify the black root as medicinal root, known locally granddaddy blackskull. While it is known as a cheap street drug it is not known for inducing cavemanism and murder-sex dreams.

Jacinth asks about her friends and is unhappy to hear that they have either changed into razor toothed people... or the razor toothed people ate them and donned their clothes. She volunteers, then insists, on accompanying the pirates inland. Sindawe agrees then orders the rest, including the sleepers, onto the launch.

Ko'oku'wa, the witch doctor, is unable to offer any useful info... he does not agree to accompany the pirates.

## ***Back into the Jungle***

The entire party works on the *Champagne Morning* pulling onto the beach further and lashed off. Sindawe, Serpent, Wogan, and Jacinth head into the jungle. Everyone else loads up on the launch and returns to the *Iron Bastion*.

Wogan says, "We'll investigate the ship wreck?"

Serpent replies, "Yes."

Wogan, "And watch out for whaler vines!"

Sindawe asks, "What?"

Serpent, "I think he means the magenta vines."

They travel down the path assuming that Serpent has located all the traps. At the second pit trap there is a cold breeze. Wogan spots a ghostly form floating above the pit. It is a well dressed young man that Jacinth identifies as, "Maximilian!"

Maximilian floats toward Jacinth, screaming, "Jacinth, you left us here to die!"

Jacinth breaks down and cries; Maximilian is unimpressed and continues the lunge.

Sindawe declares, "What an asshole! She didn't leave them so much as she would die."

Serpent replies, "She drank an invisibility potion and fled... so, she did leave them to die."

Serpent places himself between the two and bashes away at the spirit. Sindawe finishes it off with a ghost touch shortspear.

Sure enough, Maximilian's body lies at the bottom of the pit, well rotted and impaled on pungu sticks.

The ship wreck is on a short hill and the jungle has been cleared from around it. One or more feral people are inside the wreck, remaining out of sight but not entirely quiet. Wogan recognizes this wreck as the front half of the whaling vessel that he and Serpent explored in island's atoll. Wogan casts *silence* on Serpent and the group rushes the wreck's aft section, which stand opens thanks to have been broken in two.

Serpent arrives first and spots a net over that entrance. He quick draws his scimitar and runs under it while slashing madly. It falls in pieces around him. Wogan follows close behind, spots a feral man and shoots it solidly in the back.

A feral man wearing a tattered captain's uniform, sporting claws, sharpened teeth, and an enormous erection turns and attacks Serpent with claws. Jacinth shoots the man with a bolt from her crossbow. More feral men emerge from further in to attack, for a total of four, to attack Wogan, Serpent, and Sindawe. Sindawe stuns his opponent with a flurry of blows. Wogan backs off and casts hold person while clutching a lesser metamagic rod (silence).

Serpent uses ax and shield to hold off the feral captain and a second feral; the feral captain parries an ax blow but takes other ax blows and Serpent's bite. Serpent is unhappy to find that the feral's blood tastes good. He takes -2 Int and -2 Con damage.

Wogan fires pistols as he backpedals from his opponent, who dashes over to bite Jacinth Deepwarder on the shoulder. Sindawe attacks the feral captain who agily moves aside to avoid flanking, which doesn't stop Serpent from hacking him to death with an ax. Serpent drinks from a pumping wound in the dying man's arm. The dark dreams of sex and death flood his mind but he fights free of it... or does he? He turns his attention on another feral that is absorbing gunfire from Wogan.

Sindawe avoids a feral's bite, then ends the creature with a spine breaker. The last feral bites him before dying from blood loss.

Jacinth runs outside to throw up as Wogan uses a healing burst. Serpent stops raging. Everyone looks around, after checking on Jacinth. The feral captain ( the ship was the *Lashed Harpoon*) and his crew are sans loot. Serpent finds a smuggler's hold in the wreck; it contains nautical gear and racks of mason jars.

10 jars have aklo on them, announcing they hold excretions of the veiled masters. 5 jars with common tongue labeling – kraken ink. 1 jar with weird lettering that none of the pirates recognize, but might be a mwangi witch doctor language. Each jar has 80 years of age on it.

The fate of Jacinth's friends:

- Dead: Maximilian by a punji stake pit.

***Immediate tasks:***

- A pair of Mwangi slaves are found in Alvingham's quarters. They (Chidike and Kunto) are freed and brought aboard the Chainbreaker. The sixteen-year olds are eager for a new life of piracy.
- New home for Rucia
- Find new home for Iron Bastion ex-slaves
- Rescue Tolcrist's daughter from Elf Island.