

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 10/28/2018

TODAY'S EPISODE: DRANGO UNCHAINED

Our heroes and their vessel sailed into Port Shaw where they have embroiled themselves in uncovering a wereshark cult, a shadow dimension cult, and child disappearances. And they're interested in pursuing the pirate Garr Bloodbane's buried treasure.

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).

Were-shark Prisoners are a Hassle

Sindawe, Wogan, Serpent, and their new "friend" Falken Drango, carry an unconscious prisoner, the were-shark and Drango's mutinous crewmen, Bernard the Bligh, while backtracking where the mutinous pirates came from. They follow the tracks to a pineapple plantation. A dirt road connects that plantation to Port Shaw. They find the slave quarters first; Sindawe spots an overseer wandering around outside.

The overseer, Mug, demands to know why they are trespassing. Sindawe spins a story about being investigators for the dragoons and hands over an unrelated document claiming, "It is a writ from Commander Bonaduce."

Several more overseers, Clem and Baron, emerge from a nearby building to help with the conversation. No one has seen anything, knows anything, etc... They check a "crime" shed and find nothing untoward. Serpent tries tracking again. Mug starts to say, "Someone is missing..."

when Baron tells him to shut up. Serpent and Sindawe use a little intimidation to get Mug talking again. They also start to suspect these are the overseers whose wives they were just partying with at Barrett's Barnacle.

Mug explains that youngsters and indentured servants have gone missing. But they probably have not run off as some don't fit that mold. They go into the fields and don't come back. The dogs follow the scent to the swamp and then no further. They eventually beat the overseers into showing them the latest disappearance. Later at the swamp they let the overseers go and enter the swamp. They apply vermin repellent to keep the swamp bugs at bay.

Sindawe hears the insects humming, "Dajobas!" over and over again. Probably because he is still high on dreamfog.

Serpent realizes that the unconscious prisoner has been sandbagging. He drops the man and swings his staff at him. The prisoner screams, "Dajobas devours!" as he transforms. His claws cuts him out of his rope bounds just as Serpent drops him on his head, rages and strikes repeatedly with his ax. Wogan and Sindawe, still high, stare at the fountain of blood.

Bernard's head is cut off and bagged just in case *speak with dead* is needed later.

Swamp People

They press onward with Serpent leading thanks to his ability to pass bad terrain without issue. He steps on a jade rock that explodes out of the mud and water; it attacks Serpent. Serpent dodges aside and hacks the giant beetle with his ax. The beetle tramples Sindawe and Serpent as it leaves the area, then circles back to trample again. Serpent follows and ends it with several more ax blows.

Sindawe decides it is time to head back until Serpent points out that they are on an actual trail in the swamp and there is evidence of the pirates were-sharks having passed this way... or someone carrying sharks. Sindawe decides to continue on, though he smears more vermin repellent upon himself to counter the hordes of moths. Wogan uses lesser restoration to give himself and Sindawe some intelligence points back from the drugs.

Serpent spots a rope snare, ignores the protests of his companions, and swings his ax at the rope. Ax head twists sideways, knocking the rope snare active, which grabs his ax and snatches it to hang twenty feet overhead. The waving cypress tree makes a real racket.

Sindawe spots three human forms emerge from a poacher blind in the nearby swamp. They walk forward without speaking; each is a skinned man wearing poacher's clothes. Serpent climbs the tree to retrieve his ax, grabs it cleverly and uses the cypress and rope to drop elegantly back to the path below. Wogan uses *call lightning* to harm the trio as they approach. Sindawe trips the first that closes with him. Wogan lights the attackers up with positive energy damage. Sindawe punches the closer one and is sprayed with burning unholy blood, but it dies. Serpent hacks another undead poacher down, also taking some burning unholy blood damage. Wogan strikes the last poacher with a *cure serious wounds* wand, injuring it, then Sindawe strikes it down.

The bodies bleed corruption on the swamp and have no loot. The blind appears to be recently constructed. They continue on, following the trail that follows a slow tepid creek, which at mile 2 becomes wider and deeper. Wogan points out a leather sack in the creek to his friends because it is going against the current. He shoots it with his pistol and the sack submerges. They continue, keeping an eye on the water. Serpent takes them around a rot weakened bridge.

Three Mile

At mile three they come to a large cypress tree covered in animal carcasses, carvings, and bone mobiles. It is a living totem pole. A large furry creature hanging from hooks at the tree's top begins to flop around as they approach. It tears itself free from the hooks, hits the ground, and roars. It is a girallon; one eye is missing and one arm is broken. It charges at Serpent and claws at Wogan as he steps backward. Falken Drango and Serpent delivery heroic damage to the creature while Wogan and Sindawe chip away at it.

Wogan examines the tree. It is covered in fungus and rot; it is dying. The symbols carved into it are representative of Dajobas. He decides to kill it with lightning. A single large limb falls off in a spray of fungus.

Serpent finds more tracks: two were-shark pirates and a trio of overseers with a dog. He is amazed the three overseers made it out this far without dying, speculating that they must have come out during the day, seen the tree and immediately left.

They continue on the path to find it ends a small jetty in a creek that is even wider and deeper. A pair of coracles lie sunk on either way. Serpent examines the sunken vehicles closer and spots a parting of reeds not too far away. They drop into the water and follow the bent reeds to a little island with three coracles that are in ill repair yet still water tight. One vehicle is covered in human skin, probably from the poachers from earlier.

Sindawe and Wogan take one coracle, Serpent and Falken Drango take the other two. As they pull them to the water the pirates can hear children singing a nursery rhyme:

Thula, thula, thula, mntanami,

Uk balelani na?

Ushaywa ubani?

Thula mntanami, umam' akekho

(Peace, peace, peace, my child,

Why weepst thou?

Who annoys?

Peace, child, mother is not home).

They enter the water anyway and row toward the rhyming. Once they are out of the reeds the singing children can be seen. Sindawe rows towards them asking Wogan to hit them with positive energy. He agrees after clarifying he means “positive energy” and not “electricity”. As they get closer Sindawe’s *continual lights* and the night sky show that the children seem to be made of water. A shadow crosses beneath the water between them and the shore. A woman composed of dead flesh, swamp vegetation, and water emerges screaming... a doll flops loosely in her arms.

The horrid swamp woman sings and the children sing back up. Serpent, entranced, enters the water and swims toward her to give her hugs. Wogan casts *searing light* at her. Sindawe rows and lands himself and Wogan on the bank; the water kids scatter at their approach. Falken Drango lands beside them. The singing woman’s stench washes over the pirates just before she vomits “dead water” over them... it robs some of them of constitution points. Wogan blasts her again with searing light. Sindawe leaps and stabs her with a magic spear, then splashes into the neck deep water below. Serpent is broken of his need to hug when the singing woman slugs him several times. He cuts at her with his axe while Wogan blasts her with magic missiles. Falken Drango picks himself up and drags Serpent out of the water. Sindawe attempts to swim and stab at her with his magic spear. “Dead water” is vomited again. Serpent shoots arrows into her followers. The water children pull at Wogan. He counters with a blast of positive energy that does nothing to them.

Sindawe stays in the water and stabs the singing woman. Falken Drango stabs several of the water children down with his rapier. She descends into the water and becomes a whirlpool that engulfs Sindawe, buffeting him around viciously. Wogan moves away from the children and casts *lower water*; she is diminished and slowed allowing Sindawe to escape. Falken Drango pops the last two children. The singing woman turns from water back to her horrid form, then vomits dead water on the pirates on shore. Serpent runs up to her, standing in knee deep water, and strikes her with his axe. She dies again.

Wogan lowers the water even further to reveal more smelly swamp and no loot. Serpent recalls a Ulfen story about sacrificed children whose spirits meld together to become a child killing spirit.

The Sunken Temple

They return to their coracles and paddle further out. In the faint moonlight they see a structure, which they decide to row to anyway. This temple is made of stone and close to collapse. Wogan shares out a *water breathing* spell to himself and his comrades. They row up to and through the entrance on their coracles. The room has a vaulted ceiling and has an exit on the far side which can pass the coracles but requires the rower to lie flat in the boat.

They back out and row to a spire standing next to the temple. Wogan examines it for structural soundness before they climb the spire (and tie the coracles off at the base). There is a crack at the top. Sindawe tries to force himself through and is pinned and finds a lattice work of wood beams and vegetation. A zombie monkey emerges from within to attack. Sindawe pulls himself back out.

The group decides to sail their coracles into the temple itself. Something bumps Serpent's coracle but fails to knock it over. Wogan dons the *Goz mask* and peers into the water. The thing bumps Wogan and Sindawe's coracle, dumping them into the swamp water. They see a gator man in the hazy swamp water, and Sindawe grapples it and his shirt of immolation begins frying it. Falken Drango follows them into the water. Wogan shoots the gator man, using his *dry powder powderborn*. Serpent dives on top of them and stabs the same gator man with his adamantine rapier. Sindawe's *immolation shirt* and punches hurt the gator man further. Then Wogan blows its brains out. It goes into death throes which pummel the nearby pirates.

Falken Drango fights another other gator man solo until Wogan pulls the others into his fight, thanks to the *Goz Mask* that allows him to see thru the clouded water. Wogan blasts away with another pistol, hitting the gator man for 17 points. Then Serpent kills the gator man, who goes through death throes injuring everyone. Wogan heals the group with a *healing burst*. The gator men have no loot. Everyone thinks they suck.