

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 06/09/2019

TODAY'S EPISODE: ALL SMILES

Our heroes and their vessel sailed into Port Shaw where they have embroiled themselves in local horror stories before deciding to chase a pirate legend's treasure cache. Their new mission to find a lost city of gold is forced by expedience: Captain Bethany Razor, aka Captain Mercy, knows where the treasure is located (roughly), cannot sail her own ship in the Turmoil, and due to a game of chance owns the deed to our heroes' ship. The pirates sailed the *Chainbreaker* to the Armada and got pirate Admiral Tame's permission to sail the Turmoils. They cleverly failed to mention the pirate treasure they are after.

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).

Veiled Isle

The final approach to the island involves extra men on the bow and crow's nest, and a spin of the wheel to a new vector. The island is in sight, covered by jungle, a hill rises up sharply within. Smoke rises from inside one end. The strong smell of brimstone reaches them even from this distance.

They see another vessel anchored at rest as they round the island. The vessel has two masts; one sail has a bloated gull painted on it. They can see three guns on its near side.

Orders are issued: "Ready for battle! Load the cannon!"

The wind is from the southeast; it is moderate and unfavorable. The *Chainbreaker's* speed is reduced from eight to seven knots. The other vessel's crew can be seen frantically getting their ship ready to move. The vessels close to long range.

Wogan moves to the chase guns for the opening salvo. Serpent and Sindawe continue sailing the vessel with the crew's help. The enemy vessel gets underway and keeps them at long range. Another round of maneuvering brings the two vessels to medium range with the *Chainbreaker* chasing. A further round of maneuvering allows our heroes to avoid their aft guns but not a *fireball*.

Two units of ten crew are on deck for sailing and chase cannon in the *fireball's* strike area. It is a 20 hp *fireball*, which does:

- Rigging – 10pts damage after fire resistance
- Crewmen – Master gunner Sexy Beast Sapier is knocked out of action.

Wogan aims and fires the chase guns in reply, scoring two hits on their hull. One of the hits lowers their maneuverability. The *Chainbreaker* continues the chase with Serpent and Sindawe bringing the range to short. Wogan moves to the port side guns. The enemy vessel attempts to *steal the wind* from the pirates, but fails. The *Chainbreaker* tries for *fire as she bears* (natural 20) allowing Wogan to firing all four cannon into the opposing ship. He hits twice: portside aft, amidship on starboard.

The enemy vessel's crew again avoids losses from shivers (wooden splinters), replies with arrows (misses), and repairs damage (not enough right now). At this range, the enemy captain is revealed to be a lizard man in captain's uniform and broad blue hat. The enemy mage, a kilt

wearing and otherwise naked female dwarf, launches another fireball. The *Chainbreaker's* sails are singed again, but not broken. Billy Breadbasket is taken out of the fight.

The *Chainbreaker's* crew is assigned: two units on cannon below deck, one unit sailing the ship, and another unit redirected to crossbow firing. The enemy vessel gets the initiative and *fires as she bears*:

- two shots go wide
- one hits amidship portside – 38pts to hull section #3, becomes 33pts and is “damaged”.
No shivers.
- Another *fireball* from the dwarf (*a necklace of fireballs*) does 23pts. Again she hits the fore rigging section bringing it down to “damaged” (-32pts) as the sail burns. Two more pirates go down.
- Arrow fire – some crewmen are injured but none go down.

Serpent and the crossbow bearing pirates aboard the *Chainbreaker* concentrate their fire on the dwarf barbarian, leaving her alive but well pin-cushioned. Captain Razor/Mercy assists Sindawe to maneuver for *fire as she bears*:

- two hits (42 and 54) that destroys hull section #I, rear hull section.
- and two hits (34 and 49 damage) that destroys hull section #II, a portside hull section.
- And the crew takes shivers.

The range is so close that they spot at the ship's wheel a fine mahogany desk and a silver, bloated gull statue.

The *Chainbreaker* has an advantage so they decide to stay at short range for further cannon fire; it successfully remains at short range and starts to *cross the T*... when the enemy vessel strikes its colors.

The Greedy Gull

The *Greedy Gull's* crew works madly on the hull to prevent the ship from sinking. The *Chainbreaker* pulls in closer. The *Greedy Gull's* captain is a female lizard person. She has a long dark cloak, broad blue hat, captain's uniform, a crocodile head and a number of gold teeth. Captain Smiles surrenders after a quick discussion about joining crews.

Sindawe, Serpent, Wogan, and Captain Razor take the ship's boat over to the *Greedy Gull* to discuss terms. Tanned Hank is left in charge and order to repair damage.

Captain Smiles receives them with great etiquette and introduces her first mate, Demented Dubb, the mostly naked dwarf.

Serpent asks, "Why are you here?"

Captain Smiles replies in a hissing accent, "Given your kind offer, I assume the same reason you are here. We are also here for the treasure reputed to be on the island."

Serpent replies, "Give us some specifics."

Captain Smiles hems and haws.

The officers observe the damage control effort. The sloop is barely stabilized but will go down in the first bad weather. They discuss beaching the vessel for repairs to which all parties agree that that is very unsafe due to the island's inhabitants.

Captain Smiles relays, “We have been investigating the island for a week. My crew and I hacked a path thru the jungle to the caldera where I lost all three crewmen were killed by girallons... who are led by a smart gorilla queen. Their queen has boarded our ship several times at night to take crewmen.”

A deal is struck:

- The *Greedy Gull* is currently about a mile from the island. It will remain here and a skeleton crew will continue repairs.
- The *Chainbreaker* will be used to recover the *Gull's* rowboats near the island.
- A small *Chainbreaker* crew plus a large *Gull* crew will be deposited on the island to grab the treasure. They will escape via *animal messenger* and magic boats back to the *Chainbreaker* as needed.
- The *Gull* has 29 crew left. They leave 15 on board for skeleton crew and repairs.
- The *Gull's* remaining 14 crew and Demented Dubb, Captain Smiles, Captain Razor, Wogan, Serpent, Sindawe, Mandohu, Old Lizard, Luca Caletti, and Mitabu will go ashore until they obtain the treasure or are driven off.
- The survivors get half shares after the 50% split with Captain Razor.

The officers go below to investigate the hold. It is full of water, hand sized spiders and webs, ship's stores, sleeping areas, an armory with dirty cot, etc... They go to the Captain's quarters next for snacks and drinks.

The *Gull's* row boats are recovered and the away party is put ashore. A lot of the island is sheer cliffs. The *Gull* had been anchored at the tip of Jeopardy Bay (named by Captain Smiles).

Tanned Hank is left in charge with Slasher Jim, Orgon, and Olgvik as heavies to enforce rules and fight. The ship's will find a new position about a mile out. They'll employ the *eversmoking bottle* for their cover. Hank has full command to move the ship as needed for combat, weather, etc...

Going Ashore

The away team of twenty-four souls is put ashore in Jeopardy Bay. The two twelve-foot row boats are beached, moved into the jungle and covered. It is midafternoon. Jungle invested cliffs tower skyward. The *Gull* crew stare nervously about; they are armed with chain shirts, scimitars, and short bows. Everyone is packing food and water. They follow the same trail that Captain Smiles took on her previous trip into the jungle. It is a game trail that was hacked into a human-serviceable path.

Serpent and Dubb take lead. They see human and gorilla footprints. Later they find a human corpse suspended above the trail; parts are missing. This display upsets the *Gull* crewmen, requiring Wogan to calm them down.

Captain Smiles explains that there is an old campsite, not hers, some distance further in after the cliffs are cleared.

At midpoint on the cliff trail they find another *Gull* crewman's corpse. He too was torn apart and skinned. Captain Smile does not even recognize the fellow due to the extensive damage. Serpent comments, "This is not normal girallon behavior."

The officers bet on what the gorilla queen is:

- Wogan – Devil
- Sindawe – Demon

- Serpent – Hyper intelligent, psychic ape

The remaining *Gull* crewmen are bullied and cajoled past the corpse. The barbarians run to catch up with the other half of the *Gull* crew at the cliff top where every stops to stare at a tree decorated with bones and teeth, both buried in its flesh and hanging from its limbs. Wogan declares, “This is a sacred tree to the girallons.”

Several of the officers notice a tree on the clearing’s edge move significantly while the pirates gawk at the bone tree. Four girallons burst out from their perch to attack. Battle begins (the common pirates are split into two nine-man units).

Serpent buffs up, increasing his armor. Saluthra, his very large snake, waits nearby to strike. Wogan casts *Blessing of Fervor* on the officers and the two lizard men. Luca and Mitabu take command of the common crewmen; Luca’s group is ready to fight whereas Mitabu’s group merely stands its ground, clearly not eager to engage with the huge beasts. The fighting group peppers the girallons with arrows, then pulls scimitars.

The girallons reach the group and attack, clawing Wogan heavily. A *Gull* crewmen goes down. Captain Razor takes a swipe. Sindawe and Captain Smiles flank and destroy a girallon with temple sword, bite, and trident. Bethany Razor flanks the girallon attacking Wogan then stabs it three times with her rapier (58 pts of damage). Serpent and his snake Saluthra attack the other girallon attacking those two. Dubb teams up with Luca’s *Gull* team to beat on that girallon.

Wogan use a positive energy burst to heal friendly combatants. Luca and Mitabu successfully order their *Gull* teams into scimitar combat with the girallons; they swarm, get several critical hits, and drop one of the beasts!

Bethany stays out of the remaining girallon's grasp, she and Sindawe flank it and she pierces its heart with a perfect strike. Saluthra bites and coils around another girallon who bites and claws her; both beasts are still writhing until Dubb kills the girallon with a single hammer blow to the top of its skull.