

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 06/23/2019

TODAY'S EPISODE: THE VEILED ISLE

Our heroes and their vessel have sailed from Port Shaw to find a lost city of gold. Their decision is forced by expedience: recovering the treasure will net them a 50% share and their own ship's title back. They took the *Chainbreaker* to Armada Island in the Turmoil to get Admiral Tame's permission to sail his waters. From there Captain Razor navigated them to the Veiled Isle where they captured and forced the *Greedy Gull* and its crew to surrender and join their away team... for a small share of the treasure and cooperation. Twenty-four men and women make up the away team. They'll camp, travel, and die for the treasure while the rest of the crew attempts to guard and repair their ships.

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 away party cleans up after their battle with a four-pack of girallons.

- *Greedy Gull* crew: 14 sailors and two officers - Demented Dubb, Captain Smiles
- *Chainbreaker* crew: Captain Bethany Razor, Wogan, Serpent, Sindawe, Mandohu, Old Lizard, Luca Caletti, and Mitabu.

No one wants to stay in the area because of the girallon altar tree at the edge of the clearing. Captain Smiles gives some suggestions regarding researching the second tier of the island

versus remaining daylight. Meanwhile, Wogan hands his *Goz Mask* to Serpent who climbs the 100' tall altar tree.

From that altitude, Serpent is able to see down into the island's interior:

- A swampy jungle guards the slope that connects the island's outer ridge where it opens into a lake.
- The lake is lined with monoliths that have rough human features. The faces look toward the island's interior.
- There is a caldera of a volcano near the eastern end of the lake.
- On the edge of the caldera is city of ziggurats, large were-shark statues, and maybe glinting gold.

They decide to press onward and follow the path taken by Captain Smiles on her last trip. Smiles believes they can get past "the narrow part" before dark. The trail they follow shows the prints of unshod humanoids (not girallons).

About a mile later, Captain Smiles notes, "This is the area where I hid from the girallon's queen."

Wogan and Sindawe agree that they should seek cover out now as it will be dark soon. Smiles agrees and leads them thru the undergrowth to a cave that is an old lava tube. The quarters are somewhat cramped but everyone fits. Mitabu sets some traps at the entrance and a guard rotation is selected. Serpent returns to the trail and tries his best to cover the party's passage.

The pirates settle in the for the night during which they are mildly assaulted by bugs and jungle noises.

Day Two

The island's sulfurous mist is as ever-present today as it was yesterday. The pirates travel several miles where they come upon another religious tree. This one is been carved into a totem pole; the animal features are bat, pig, and more. Wogan thinks it is man-made and unrelated to the girallon altar tree; it faces to ward against the caldera. Around it are hundreds of carcasses stacked, not unlike sacrifices. The sailors are unnerved by so many corpses until Wogan reminds them that they are pirates.

They continue following the trail fighting the dense jungle, heat, humidity, and insects. Serpent spots a kapoc tree some 300' away that Smiles tells him is sitting near their trail. Its bark is torn and twisted.

Everyone is convinced that the tree is full of girallons and do not want to pass beneath it. But going off the trail seems like a poor choice. The officers order a battle line drawn up. Meanwhile Sindawe and Demented Dubb run down the trail to investigate.

The pair move quickly and spot a large hulking form lurking in the dark fronds, which they trick into chasing them back toward the pirate lines. The rest of the pirates see the pair being chased by a very large, bull girallon. The beast quickly catches up to Sindawe and Demented Dubb thanks to a disparity on speed. The pair pound away at it until it is dead.

Serpent watches this melee impassively until he realizes that more girallons are sneaking thru the underbrush to hit the main group on its flanks. His shouted warning gives the pirates a chance to turn about just before the beasts are among them. Captain Smiles' thrown javelins take one girallon in the lungs, cutting its charge short. One unit of pirates is thrown into confusion and

runs in all directions. Mitabu and Captain Razor cut another girallon down with dagger and rapier thrusts. Short bow arrows pepper the other girallon.

A girallon gets a hold of Luca and rips him apart; Luca dies loudly and messily, then half dozen arrows puncture its hide. Another girallon does the same to Mitabu who lives through the experience, then it dies from a Razor's rapier thrust. Captain Smiles joins Serpent against one girallon; the pair kills it. The last girallon's chest is opened by a thrown bomb; it staggers slowly into the brush but is stopped as Demented Dubb dashes in and hits it with a war hammer.

The sailors are tasked with burying Luca and skinning the girallons. Serpent and Saluthra climb the kapoc tree to examine the girallon nest. Serpent determines the girallons had not been here for very long and they don't have much.

My Name Is Luca

A quick service is held for Luca, the Chelaxian sharpshooter. Then the band continues on. They make six miles by dark and make it the edge of the mangrove swamp or rather the 50 degree slope into it. The pirates make camp near a large stone covered in crude pictograms of disturbing scenes – small humanoids suffering at the hands of four armed humanoids – sexual depravity, torture and cannibalism. The four-armed humanoids are also worshiping a shapeless white mass.

Three guard shifts are set up involving more personnel than usual due to “openness”. Meanwhile, Serpent goes back and covers the trail to their camp. The camp is cold, meaning no fire. However, *everburning torches* and other magical lights are deployed as barely anyone in the band has low light vision, let alone darkvision.

Nothing finds them that night.

Day Three

The band eats a meager breakfast and follows the trail rather than try the mangrove swamp. Their intent is to find the humanoids that are not four armed which might offer a chance at better access to the island. Serpent does a great job leading them along the trail as they pass the point where Captain Smiles trod.

The trail has more humanoid tracks as well as the standard girallon tracks. After some hours they spot a grouping of four kapoc trees with a village built amongst the trunks. Wogan casts *tongues* on Sindawe so he can parley with them, assuming they'll talk.

Serpent announces, "Hey, those villagers look orcish to me. Slighter, thinner, and greener."

Sindawe nods. He and Mitabu approach the village.

A dozen adult warriors hold spears at the ready when they arrive. The locals do speak orc.

One warrior demands, "Who are you? How did you get here? What do you want?"

Sindawe replies, "I am ship captain. My crew and I are here to investigate the island. We have been killing a lot of the girallons. Hopefully that is good with you guys. Based on the rock back aways, it should be."

A hut door opens and four humanoids emerge. Each is white furred and four armed but clearly also of orcish descent. Each carries two clubs.

The largest one shouts, "We shall kill you! And be rewarded by our masters."

Sindawe replies, “Bring it on.”

Mitabu throws bombs at the girallon orcs. The speaker catches it and stares at it quizzically until it detonates; the rest are splashed.

The girallon-sired orcs rush and surround Mitabu and Sindawe. Their morning stars slap Mitabu several times. The orcs join the fray and stab at the two with spears. They are not enthusiastic fighters so they miss a lot. Mitabu dashes out of the fight and runs for the pirates’ main group. One girallon-sired orc chases after him.

Captain Smiles orders her pirates forward with, “Move and Fire!” They do so, firing short bows. Wogan shoots one girallon sired orc (30pts). Demented Dubb runs to join the melee. Captain Razor runs forward once and shoots her pistol. The pirate unit peppers the orc combatants with arrows, downing two.

Hearing the commotion, several actual girallons swing out of the boughs from above. Sindawe finishes off the bomb wounded girallon-sired orc. Wogan, brandishing the *Staff of Righteous Rule*, hits the girallons around Sindawe with *chain lightning* (60pts) – he hits eight targets, killing the girallon sired orcs, four orcs, and injures the two girallons. Sindawe slays one of the injured girallons immediately and takes the remaining one down to single digits, all thanks to Wogan’s spell fire.

Demented Dubb rushes and smacks the girallon-sired orc chasing Mitabu with her war hammer (15pts). The creature beats her bloody in reply until she murders it with repeated blows to the head.

Captain Razor moves forward again and fires her other pistol. The remaining green skinned orc warriors break and run. Their women and children do the same, exiting the village at full speed.

A trio of girallons swing out of the jungle canopy. Two plunge toward the main pirate melee. One, a silver back, pauses at a higher branch – and a pale white mask of nothingness flies off its head and hits Wogan. He successfully resists the *finger of death* spell, taking only 21 pts of damage. The mask returns to the silverback.

Sindawe kills the last girallon on the ground and rushes back to the main combat.

More murder, next session!