

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 07/21/2019

TODAY'S EPISODE: OPERATION KILL ALL GIRALLONS

Our heroes and their vessel have sailed to the Veiled Isle in search of a golden city. The island is rings of beach, jungle, swamp, then a lake. At the center of the lake is a volcano caldera and on the edge of the caldera is the city of gold. The island is inhabited by girallons, their green orc slaves, and the girallon queen who is also a vampire. Naturally, these folks view the pirates as snacks which has led to multiple fights. The last fight was a draw with tactical victory going to the girallon vampire queen, who was forced to withdraw but only after killing three red shirt pirates and draining Captain Smiles of vitality.

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 – Day Four

The away party has been reduced to:

- Greedy Gull crew: 8 sailors and two officers - Demented Dubb, Captain Smiles.
Six pirates are dead.
- Chainbreaker crew: Captain Razor, Wogan, Serpent, Sindawe, Mandohu, Old Lizard, and Mitabu. Luca the Chelaxian Sniper is dead.

The pirates are at the abandoned green orc village that is built is amongst three kapoc trees. The officers gather in the darkness to talk strategy:

- Bethany Razor says she can talk to animals and suggests pursuing the girallon female colony. Thus far the pirates have not seen female girallons except for the rogue male and his harem.
- Wogan wants to track the vampire to its lair; Sindawe suggests marking a magic item that vampire would find worth stealing.
- Sindawe wants to back track to the girallon altar tree that is two days way and burn it down, drawing the remaining girallons into a trap.

The group also discusses the spells necessary to carry out these plans and recover from wounds and negative levels in the morning. At this point the earth shakes and the mud hut collapses around them. Dried mud chunks and timber rain down on them (8pts), though several escape damage altogether thanks to evasion. The officers dig themselves out of their hut to see that two of the remaining huts have also collapsed.

Gozzech and six pirates are in the standing hut. They help everyone else dig themselves. Wogan works on healing the wounded.

Ash flakes slowly fall among them. Sindawe climbs a kapoc tree to see what the volcano is up to. Up top there is more falling ash. The caldera has a large ash plume overhead; most of the ash is landing on the caldera and the lake around it. By the light of the volcano he can see between their position and the volcano a small village or town built on a finger of stone that juts out into the swamp.

Sindawe climbs back down and relays what he saw, minus the village. New guard rotations are established. But everyone is super tense given the volcanic activity and lurking murderous gorilla vampires so the officers have their hands full keeping order.

The morning brings gray light. Wogan begins using healing bursts on the mass of pirates. Bethany Razor wants to use her talk with animals ability to interrogate the local fauna; Sindawe directs her toward the swamp and the village that he saw last night. They're looking for vampires or female girallons.

Bethany finds no land-based animals so she climbs a tree to try the birds – she communicates with a monarch bird. The bird tells them, “Bunch of white girallons up on the rock.” Sindawe translates that as the village location he saw last night.

The volcano has calmed down a bit and the ash fall is reduced.

Another Village? But This One Was So Great

They climb back down and deliver the news. Wogan and Serpent want to know where the group is going. The regular crew are organized into one unit of twelve. The pirates march toward the village, which is a bunch of garbage buildings built on a rock ridge that extends into the swamp. At the far end of the village is a solidly built rock building and beyond that some kapoc trees. Everywhere the village hangs onto the edges over the edge of a hundred foot drop into the swamp below. There are also terraced sections for agriculture.

The entrance is large building with huge arched entrance. There is no noise or smell that betrays the presence of anything beyond insects and birds. The arch has carvings depicting the Sun being devoured by a huge shark. Sindawe spots ruffled undergrowth and dark spots on a wide leaf. He points it out to Serpent who uses his tracking skills to investigate. He finds a dead orc that was torn apart about girallons in the last day or so.

They enter the temple like building where they are greeted by threatening girallon noises.

- Sindawe enters first to find three female girallons spread out... Serpent announces, “Ehhh!” He moves cautiously toward the closest one, watching for traps. He notes movement in the trees.
- The pirate squad enters next. They fire bows at everything moving (18pts).
- Serpent enters quickly and attacks a girallon (17pts).
- Demented Dubb joins serpent in killing a girallon (14pts).
- Captain Smiles runs in and flings a javelin (10pts).
- Bethany Razor fires a pistol – miss!

Two pirates die in the opening exchange. More girallons join the fight. The battle ground is open air on three sides with a 700’ drop... the advertised 100’ drop from earlier was clearly in error.

Sindawe rushes, stuns and kills one girallon just after a second, even uglier girallon attacks him. Serpent and Dubb fight two girallons; their concentrated attacks kill both girallons.

Captain Smiles throws javelins at girallons throughout the fight until a girallon drops next to her and Wogan. It attacks Smiles, misses, and gets punctured by Bethany’s rapier. The pirate squad aids Smiles against the lone girallon. Smiles attacks it with her trident; she takes a claw in return. The girallon dies from its many wounds.

Serpent and Dubb kill the ugly girallon fighting Sindawe. It falls backwards and down 700’. They can’t even hear the smack.

There is still hooting coming from the trees from girallon young. Wogan orders the pirates to hold their fire. Sindawe and Serpent climb up to find the 3-4' tall youngest, who act aggressive but climb further up when approached.

The kapoc trees have smooth sides, forcing the two pirates to use magic to continue climbing the 150' trees. They climb and climb until they can see into the volcano. The caldera closest to them is steep sided and has a structure hanging off its face that appears to be a cloven hoof or tooth. There is a single set of narrow stairs carved into the rock; it winds back and forth precariously. The pirates descend, some climbing, some roping together and working in teams. One team of six fails its climbing; Gozzech the latest lizardman recruit goes over with five of Smiles' pirates, all screaming. Wogan catches them with a group *feather fall* that saves them; Sindawe pushes them off the next drop.

Everyone reaches the bottom, more or less intact. They march through the swamp toward the lake that surrounds the volcano. It is slow going and they reach the lake about midafternoon. The water is warm to the touch and smells of sulfur. He sees a long stone monolith about 100' from their current position. The monolith is a crude visage of stone that has fallen over.

They calculate the folding boat's capacity at 15 persons at its largest side. There are twenty people so two trips are required.