

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 08/18/2019

TODAY'S EPISODE: BATTLE OF THE TEMPLE STAIRS

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's caldera and on the edge off the caldera is the golden city. 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 strategic victory going to the pirates who were able to slaughter the girallon females and chase off the young. The girallon vampire queen is believed to be living on the volcanic cliffs opposite the so called city of gold. Our pirates are debating what magical boat resource to cross the lake with and other logistics.

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 Five

The away party has been reduced to:

- *Greedy Gull* crew: 10 sailors and two officers - Demented Dubb, Captain Smiles.

The rest are dead.

- *Chainbreaker* crew: Captain Razor, Wogan, Serpent, Saluthra, Sindawe, Mandohu, Old Lizard, and Mitabu. Luca the Chelish Sniper is dead.

The pirate officers discuss the logistics of crossing the lake to the caldera island and its active volcano, probable vampire lair, and city of gold. The vampire lair is likely on the north eastern edge of the island – it can be reached via a 900' cliff climb from a boat sitting in the lake. The city of gold has a beach landing and it sits on the southwest edge of the island. It will take two trips to get everyone across in the *folding boat*. And the second trip may leave in the dark or at least arrive in the dark.

They decide on using the *swan boat (feather token)* to cross. They can get everyone across in one trip and it will last 24 hours so they can return with some loot too. Of course, everyone believes the water will feature some sort of monster because of course it will.

Wogan deploys the *swan boat*, orders the pirates aboard and navigates it to the island's far, southwest side. The trip is six miles through the mist covered waters of the lake. The volcano looms above them on one side and the monolithic stone vestiges loom from the other side. Luckily, Wogan can see through the mist thanks to the magic of his *Goz Mask*; he guides the *swan boat* easily.

The water is hot but seems to boil hotter in one area. Wogan warns everyone to prepare for battle and keeps the *swan boat* moving at its 60'/round (or 6 miles per hour). Spells are cast and weapons readied. Ahead of them a creature breaches the lake's surface – it is a sea dinosaur with multiple heads which each breathe scalding steam at the boat. Wogan, Gozz'ech, Saluthra, Sindawe, and two pirate crewmen are hit by the steam (8-15 pts each).

Sindawe seizes control of the *swan boat* and guides it past the aquatic hydra. Captain Razor's pistol blows a small hole thru the critter. The ordinary crewmen and officers shoot bows and other missile weapons to little effect as the mist makes it difficult to tell where the critter is or isn't. Wogan channels positive energy to heal the wounded (16pts).

Naval pursuit rules are invoked: $1d20 + \text{Profession Sailor} + (\text{movement} * 2) / 5$ vs the creature's $1d20 + \text{"chase" skill} + (\text{movement} * 2) / 5$. The creature wins the match and bites once with each head: it misses Captain Smiles, hits Serpent (8pts), and bites two crewmen to death (bite plus boil damage from the hydra's proximity). Scimitars, a battle ax, a trident, and rapiers cut the critter's hide in many places.

The swan boat pulls away slightly from the hydra but not enough to prevent another round of biting. Wogan is bitten (9pts), several other officers are missed, and another ordinary crewman dies. The biting heads take more hits from various handheld weapons. The chase continues with the hydra falling just a little further behind. It falls just a bit further away to breathe steam at tasty pirates wounding several pirates and killing two more.

The swan boat finally escapes the creature's steam attacks and then the hydra gives up the chase. The officers count five dead or missing crewmen. Dubb slaps pirates into cleaning up the dead.

The City of Gold

The trip takes an hour to reach the easier slope of the volcano's caldera – the southwestern side slopes into the lake and rises high and mighty as one moves northeast across the island. The first thing they see while approaching the city is a giant, golden statue of a shark man rises from the lake near the beach. There are more golden clad statues near the beach and a golden spire. On a small cliff behind them is a temple and other buildings.

The pirates pull the swan boat ashore far enough to ensure it won't float away. Serpent heads to the closest golden statue. Sindawe orders, "Everyone follow Serpent. Don't go off by yourself, else I suspect you're a doppleganger."

The statue is partially plated with gold due to design. It takes a minute to pry one pound of gold off with a Strength 15 check. One pound of gold is 50gp.

Sindawe and the other officers discuss, "Where do we put this heavy gold for the night?"

Wogan points out that they should hunt the vampire first. Everyone notes that there's about 30 minutes of daylight left, so the discussion turns to holing up for the night.

They take a moment and decide to climb the long set of stairs up to the temple. They stop at the base of the stairs because Wogan notes that the slab at the base is not flush with the stairs. He determines that the slab probably moves aside to reveal an underground section. Mitabu helps him search for a control. Wogan ensures there's no magic.

Mitabu leads the way up the long flight of stairs to the temple that rise 100' in 50', checking for traps. Each step has a gold disk set into it. The rank and file pirates slowly drift away to pry gold plates off things in a paroxysm of greed until officers order them back into position. Wogan examines a disk while waiting for Mitabu to clear the way – each disk has a different creature portrayed in hungriest possible representation. There are hundreds of them.

The sun sinks below the caldera's edge and the pirates are still clearing the stairs. Sindawe takes over the lead and runs up the stairs as quickly as possible. Several minutes later he reaches the top. The temple is a large stone building with more shark men and bestial figures carved into its walls. There are columns about its perimeter, each topped with a golden bird. The

rest of the pirates follow close behind. The mist and darkness makes it hard to see for Sindawe to see the rest of the party.

A man sized figure in armor holding a spear strides out of the temple. As it approaches Sindawe he yells out to the other pirates, “Construct! Golem!” He moves toward the incline’s edge and away from the stairs.

Sindawe fights off a fit of chilling dread as the construct walks toward him and slashes him with a gold sword (10pts) or rather a gold sword arm. The pirates continue climbing the stairs, puffing and cursing, with about a quarter making it to the top.

Sindawe trips the golem and throws it onto the slope. It stands up and slides down 10’ – Sindawe bull rushes it with a flying kick. The construct is knocked back 10’ further but remains standing. Bethany Razor is on the stairs, sees Sindawe’s game and tries to trip the golem too but fails to budge it. She slides just a tad down the steep slope herself. The pirates still on the stairs keep climbing.

The golem slashes Bethany with its sword arm. Serpent leaps onto the slope and slashes at the golem. The golem’s head rotates to reveal a new face – the shark man. Serpent is overcome with dread. Wogan shoots it once then makes the top of the stairs.

Sindawe steps to the golem and trips it further down the slope. It again stands quickly but loses a few more feet. Bethany tumbles closer, takes a slash on her back, and trips it again – knocking it further down the slope. But it stands upright again.

Mitabu yells down, “I’m trapping the stairs! Bring it up the stairs!”

Wogan orders the pirate crew to gather rocks and other debris for throwing, then sees two more constructs step out from the temple. Their heads rotate to reveal shark man faces, causing some of the pirates to recoil in fear.

Wogan shouts, “Don’t advance on the temple! The new golems are holding their ground.”

Wogan casts *remove fear* on the pirates around him (shaken removed).

Against orders the two pirate lizard men stalk forward into the temple until Gozz’reh clutches at his throat for breath.

Demented Dubb and Captain Smiles ignore Wogan and order their men, “Advance at the slow!” Their crewmen line up and advance at a slow walk with Dubb and Smiles as bookends.

The golem on the slope slashes Sindawe with its sword arm again (12pts). Serpent hacks at it with his adamantine rapier (32pts). Sindawe pounds away ineffectually at it. Bethany tries to trip it again. The golem slashes Serpent and Sindawe again. Wogan snipes at the golem with his long firearms. His first shot does 48pts! The golem’s shark head shatters into a shower of gold and iron.

Sindawe runs back up the slope and gets behind Smiles’ battle line, followed by Bethany.

Mandohu drags the choking Gozz’ech out of the temple.

Smiles’ battleline advances until the ordinary pirates start freaking out – some run, some drop weapons and scream. Smiles chugs a potion. Serpent charges up the slope and joins Bethany and Sindawe. Wogan touches Bethany with his *cure serious wounds* wand.

Wogan says, “The temple perimeter has a magical effect. Or the golems are causing it. People are choking or freaking out.”

Sindawe steps forward to throw people out but is immediately overcome by a failed constitution roll. He believes he is drowning in liquid stone.

Bethany Razor uses *call wind* to blow clear the area. She shouts, “They are using spores to cause hallucinations!”

Wogan and Serpent don't see the spores.

Serpent tries to tackle a fleeing pirate headed down the stairs but the man reaches Mitabu's electricity trap. Peter is that man. He staggers from the damage but keeps heeling and toeing down the stairs.

Dubb shakes her head and seems to be recovering from whatever is going on. Smiles throws a trident that shatters against a golem.

Wogan drags Sindawe out. His head clears. He throws up his *ioun stones* that are alight with *everburning torch*, then looks for spores.

He sees many plants growing on the temple walls but sees one in particular that seems to be breathing toward the pirates. It moves against the blowing wind. He throws a sunrod at its feet.

The other pirates nearby seem to be recovering, though Peter keeps going. Bethany casts another spell that outlines the plant in question.

Serpent shoots the plant with his bow as he believes the temple guardians will counterattack. Smiles charges the plant creature with her trident while Dubb attacks a guardian.

Wogan moves closer, 10' shy of the guardians and throws an alchemist's fire at the plant. It hits; Smiles takes a point of damage. Sindawe runs behind Dubb's guardian to set up flanking. Bethany hits it with her rapier for a respectable amount of damage (5d6 plus extra). Mitabu joins in the attack on the guardian but regrets it immediately as he is struck by golem's blade arm.

The other guardian joins the melee to flank Mitabu, cutting the poor pirate with its sword arm. Serpent charges forward and around the melee to attack from the side. Dubb pounds in vain on the guardian. Wogan channels positive energy to heal wounded pirates (13pts). The pirates pile on the surrounded guardian. Bethany and Mitabu stab expertly at the guardian's joints with rapier and dagger but it remains in the fight until Demented Dubb finally crushes it into inanimate bits.

Serpent attacks the other guardian solo with his adamantine rapier as the other pirates move in to help. Wogan blasts it with a *magic missile* spell from his spell storing device (a giant emerald called the *Rain Tiger*) but it fizzles out without doing damage. The other pirates ding it with many blows until Serpent destroys it with his adamantine rapier.

The lizard men and Smiles stab at the plant creature with some effect until Bethany Razor joins them with a final slash of her rapier. Its bell shaped body drops lifelessly to the floor.

The pirates have won the Battle of the Temple Stairs. Wogan channels positive energy again to heal the wounded and most pirates are returned to full hit points. Bethany is still injured. Peter the pirate is forced by gravity to continue his pell-mell plunge down the stairs – he makes it almost to the bottom, falling for a mere 3pts of damage before coming to a halt. The PCs are impressed that he survived.

Equipment, loot and other items:

- *Encore* – a sturdy sloop sailed by Big Mike and his crew (Claxton, Nemo, Melella, Arsonce, and Phamas Harcey) back to Port Shaw.
- two bottles of Virathera 75 - good bribe = wine + 4 cure light wounds a bottle
- good map from Briga for the Whore's Fingers; the map was created by a scavenger who fallen on hard times.
- Possible blackmail material - erotic *truth or dare* scrolls from the ship, *Champagne Morning*. Very few of these are signed, but Mitabu slowly acquires them for later use. Later, Lavender Lil and Prada are able to interrogate Genevieve Torcrist and friends to find out a lot more.
- Purchased from Black Arm, the Besmara priest:
 - A Sargavan letter of marque to prey on anyone, mostly Chelish and Andorans. (100% legal, 2000gp).
 - Protection from the Eye of Abendego – mount this (an angry red eye painted on a plate of copper) on your mast. The goddess will look kindly upon you and turn the wrath of the eye away. 1900gp.
 - a blindfold looking item that was created by a Besmaran pirate witch. If you get the woman to wear this not even magical divination will reveal the truth. It only works once. 1700gp. Natural 20 by the gm, so it will probably work, maybe even against voodoo loa Mama Watanna.
 - An Indulgence For Killing Disloyal Crewmen – these items are in the form of hand-crafted shanks, which are to be left next to the body. 100gp per crewmen. Sindawe buys five.