

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 09/15/2019

TODAY'S EPISODE: RAID ON VOLCANO ISLAND

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 with a so-called “golden city” on one edge. The larger island is inhabited by girallons, their green orc slaves, and their girallon, vampire queen. Naturally, these folks view the pirates as snacks which lead to multiple fights. Several of these fights were strategic victories for the pirates who were able to slaughter seemingly all of the girallon males, the breeding females, and chase off the young. The girallon vampire queen is believed to be living her day's in a temple built onto the cliff of the caldera island. The pirates crossed the lake, barely outrunning some breed of aquatic hydra, and landed at the golden city where they fought golems and mind clouding plant monsters.

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).

The Battle of Temple Stairway

It is dusk on the pirates' fifth day on the Veiled Isle. The away party has been reduced to:

- *Greedy Gull* crew: Five sailors and two officers - Demented Dubb, Captain Smiles. The rest of the sailors are dead.
- *Chainbreaker* crew: Captain Razor, Wogan, Serpent, Saluthra, Sindawe, Mandohu, Old Lizard, and Mitabu. Luca the Chelish Sniper is dead.

Last time, the pirates found several statues lakeside partially plated in gold. It takes a minute to pry off one pound of gold (Strength 15 check). One pound of gold is worth 50gp.

The officers noted there were 30 minutes of day light remaining and decided for shelter over greed. They climbed a long stair way up to a temple that was guarded by shark headed golems that had some will crushing spells and plants that emit mind altering spores. They won the battle and no one died.

Not much daylight remains. Several pirates are eyeing the gold plating on the downed golems and also thinking about the gold discs embedded in the stairway connecting the temple to the beach.

The temple is Grecian in design with a heavy shark theme. There are gold plated bird statues topping the pillars. The structure has no walls, but a roof that keeps the weather off. There is a carving in the middle of figures battling dragons; the figures wear masks and wield staves. The largest dragon holds a mouthful of screaming women. The pirate officers scratch their heads at the lack of walls since that was their goal for nighttime security, but chalk it up to “fog of war” and no appreciation of wall-less civilizations.

Serpent and Wogan study the carving at the center of the room. Serpent is interested in the gold plating. Wogan is looking for the historical roots of the carving as it from his knowledge it seems to be more local “history” rather than history/mythology from back home.

Wogan prods Sindawe about local myths. Sindawe recalls, barely, that an ancient red dragon named Lakana Mua was said to have ruled the area in ancient times. But that was before the Chelish and other northerners arrived here.

The officers examine the four nearby buildings for secure lodgings, but in the waning light all of them appear to be ruined. They decide to stay in the temple, trap a secondary set of narrow stairs, and keep watch.

Serpent presses onward in looking at the statues bearing staves. He and Sindawe remove the staff from that statue to discover it has a key on one end. They spread out and look for a lock, discovering a keyhole in the base of a column facing the center of the temple. Sindawe tries the key, turns, and everyone stands wary as a subterranean grinding starts. The statue at the base at the long stairway connecting the temple to the beach moves aside to reveal more stairs.

The “hole up in the temple” plan is abandoned as the rank and file pirates charge down the stairs toward “loot”. The officers hesitate at first, but someone sees movement from a nearby ruined building. So, they opt to descend too.

Stairway to Hell

The new stairs lead to a pit that is partially submerged. The pirates realize that the girallon vampire queen is watching them from the ruins. The pirates leave the pit and stand on the docking platform in a defensive circle. Wogan casts a spell. Everyone decides to stay on the platform, though Sindawe bitches about not having stayed in the temple in the first place.

The vampire queen turns to mist and disappears. The pirates wait. Sindawe hears wet flesh on stone first and spots the three mutilated pirate corpses climbing from the watery pit inside their ranks. One latches onto Captain Smiles, bites her, and drinks blood. Captain Smiles screams.

Serpent chops at the nearest vampire with a magic ax, killing it. Another vampire spawn dies at the hands of the flanking Mitabu and Sindawe. Wogan and Bethany shoot pistols at

the spawn attached to Captain Smiles' neck. Smiles throws the vampire off just as Dubb beats on it with her anarchic war hammer.

The huge vampire queen gorilla appears overhead and leaps upon Sindawe, attempting to push him into the watery pit but misses the dexterous monk. Serpent moves in on the Pale Queen, flanks, and slams his ax into her back. Wogan casts *searing light*, backed by his orichalcum flask, and hits the vampire with it (64 pts of divine damage). The vampire roars.

Mitabu closes too, misses and takes a claw in return. Sindawe stabs her repeatedly with his silver temple sword (32pts). Bethany dives beneath the vampires flailing arms and stabs the vampire with her rapier (spinal tap). Two critical blows on the vampire results in -4 AC for 1d4 rounds and -4 to attack/skill rolls for 1d4 rounds.

The vampire decides to run! Serpent and Sindawe stab and cut her but she manages to dive into the watery pit. Serpent leaps down the stairs after her. A mask jumps out of the water, latches to his face, and casts *finger of death*. Serpent survives. The mask releases and flies back into the water. Serpent uses snake totem transformation.

Wogan casts a light spell then leaps into the water. He spots a large moving corpse with a rib cage that holds a girallon inside. He does not see the vampire, but he does see a mist which he hits with a maximized *searing light*. Sindawe dives in next and stabs the devourer with his silver transformative weapon (now a short spear).

The watery pit is 30' deep, 20' of which is water. The walls are lined with shelves holding bones and carvings. And many iron bells.

Hell's Bells

The devourer pulls on a lever and the iron bells ring very, very loudly. It touches Sindawe and tries to tear his soul out (58pts). Wogan casts *searing light* at it, but the beam fades out before it hits.

Serpent decides against entering the water and attacks a bell, almost disabling it. Mitabu spider climbs to another and works on disabling it.

Sindawe notes that Wogan is still near the devourer, so he keeps stabbing at it (11pts). It floats up and out of the water. Its eyes settle on Serpent. Wogan casts *cure critical* on Sindawe (38pts). Sindawe climbs up the stairs and out of the water where he quaffs a potion. Bethany Razor tries *dispel magic* on the devourer, while it confuses Serpent with its gaze.

Bethany Razor tosses a feather into the air; it turns into a whip that whips the devourer. Mitabu disables an iron bell then another – four are out of action. Serpent fights the *confusion*. Wogan uses a *pearl of power* to recall *searing light* and shoots the devourer (38pts). Sindawe hits the creature with *fiery breath* (7pts after reflex save). Wogan lowers the water by 16' using the spell of the same name.

Mitabu takes out the last bell, ending the deafening clanging. The devourer floats back down to the 4' of water at the pits bottom. The *whip feather token* keeps attacking. Sindawe closes with it, slashing with his silver and magic temple sword. Bethany joins the attack with flanking and rapier.

The regular pirates pepper the devourer with arrow fire. Dubb uses a rage power called *raging swimmer* to reach it, then beats on it with her hammer. It responds by pulling on Sindawe's soul a second time (58pts). Mitabu and Serpent are confused. Wogan's pistol misfires and explodes.

Sindawe stabs and slashes with his temple sword (34pts). Dubb kills it with a war hammer blow on its ribs.

The still confused Serpent kills a sailor with his ax before recovering.

There are two exits from the pit, which are two shark maws carved out of the stone. Behind them are tunnels. One tunnel goes a short distance and ends in a door. Wogan casts *restoration* on Serpent, who has lost several levels this night. Serpent starts healing himself with spells. Wogan heals Sindawe with a *cure light wounds* wand.

Wogan and Bethany start examining the mummified corpses in the pit. The mummies were once human but yield no wealth or secrets. Sindawe borrows Wogan's *Goz Mask* to search water still in the pit. He finds nothing.

Mitabu checks one tunnel for traps while Wogan sends a summoned bat down the other tunnel. Nothing happens, no traps are sprung. Sindawe tries the right tunnel and reaches a stone door. After some consultation and then pushing on it they determine that the door is holding back a lot of water, which starts to flood the main pit. Sindawe is bashed a bit exiting the toothy maw tunnel, then walks up the stairs back to the temple.

Water raises the main pit's level to 5' before stopping. Wogan walks the tunnel to join Mitabu, who hasn't seen anything. Wogan enters the chamber to find more waterlogged mummies. He walks forward a bit causing some of the mummies to animate. He flees with Mitabu close behind. The mummies do not pursue.

The pirates decide to return to the temple and get some rest.

Sindawe finds the temple overrun with six cockatrices. He retreats back down the stairs and waits for the rest. He relays the cockatrice news.

Captain Smiles says, "They are good eating."

Serpent replies, "Aren't they poisonous?"

Sindawe asks, "Don't you mean venomous?"

"I think the answer is yes to both," says Wogan.

They decide to scare the cockatrices with gunfire, but this just enrages the cockatrices into charging. Mitabu throws a bomb into their midst but they are not deterred. The pirates murder two cockatrices before the rest flee, hissing and clucking.

The lizard folk cook and consume the murdered cockatrices. The sailors collapse in exhaustion. The remaining pirates, mostly officers, opt to rest while Sindawe and Dubb stand guard.