

# REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 10/13/2019

## TODAY'S EPISODE: LOOT AND SCOOT

Our heroes and their vessel have sailed to Veiled Island in search of a city made of gold. The island is rings of beach, jungle, swamp, then a lake. At the center of the lake is a volcano's caldera with a so-called "city of gold" 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. The pirates slaughtered their way thru girallons and the orcs, then sailed across the lake to the city of gold. Just as night descended they fought the girallon vampire queen and some random monsters she pulled into the fight to help. After that the pirates rested and descended into an underground complex where they fought mummies and more mummies.

Our 8<sup>th</sup> 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).

### *In The Colon of the Asshole at the End of the World*

It is the pirate's sixth day on the Veiled Isle. The away party has been reduced to:

- *Greedy Gull* crew: Four 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.

The pirates have spent an hour beneath the city of gold navigating a simple maze and fighting the mummies residing there. The last eight were in a room that sealed itself, filled with paralyzing boiling water and mummies. Some pirates fought and the rest of the pirates climbed the carved stone mouths on the walls to escape the boiling waters. The boiling stopped once the mummies were killed. The pirates search the room and find the one exit and metal cylinders in four of the mummies.

**Treasure:** mummy metal cylinders (4)

The pirates sort themselves out and crawl through the small tunnel (crawl only). Sindawe opens the crude clasp on a tunnel door that leads to a large chamber which contains four gold masks, smooth stone walls, bells hanging from the ceiling 40' above, and a large statue at its center of a humanoid with a shark head wearing a kilt.

Sindawe enters the room and that's when it gets real. The large statue walks toward him and the bells start ringing. Sindawe reports back, "Big golem!" And more loudly over the bells, "And bells!"

He runs around and behind the golem to draw it away from the pirates exiting the crawl tunnel. The golem turns and bashes him (22pts).

Pirates entering the chamber have to roll fortitude checks against the bell. Those that fail are deafened (many minutes) and stunned (1 round). Wogan, Saluthra (the snake), and Smiles are stunned. Serpent exits and pause to use his snake totem transformation. Sindawe is dodges some of the golem's attacks (14pts).

Serpent charges the golem with his adamantine rapier, takes a golem slap, and stabs it. Bethany joins the fight and back stabs the golem. Captain Smiles does the same but misses with her trident.

The clay golem accelerates its attacks, striking each of its attackers: Dubb and Serpent get slammed, Sindawe is missed, and Captain Smiles is blinded and dazed by a critical slam. Dubb barely misses a critical with her war club. Serpent switches to his magic ax and delivers the first serious wound to the golem.

Mitabu crawls out of the tunnel, picks himself up, and throws fire bombs at the golem. Sindawe finds that his weapon does little damage to the golem but its electrified surface does hurt it (irpts from all attacks). Saluthra joins the fight; she bites the golem and squeezes it. The golem's surface is cracking in many places. Captain Razor ends it with an exceptional sneak attack with her rapier.

Mitabu drags a piece of dead clay golem over to a switch plate. The plate sinks and the bell ringing stops.

The others hold their ears and begin looking around. One finds a gold filled line that forms a circle in the room. Wogan and Serpent study the carvings and detect magic and come back with an incomplete answer – there is abjuration magic and much more, probably linked to the masks. The other pirates look at the huge gold masks, which weigh hundreds of pounds each. Dubb bites one and announces, “It is solid gold. Weighs about 200 pounds. Worth about 10,000 pieces of gold.”

Pooling their skills and resources further, they figure out that the magic is keeping something beneath it imprisoned... probably the brood of Lakana Mua, an ancient red dragon.

Wogan tries to heal Sindawe's wounds but his first three spells all fail, thanks to the clay golem's attacks having cursed wounds.

The pirates discuss taking the gold and leaving, but most are unhappy about possibly fighting red dragons. Captain Smiles argues for taking the gold but is outvoted, so she is forced to exit the room first. The group returns to the crawl tunnel and the previous room.

Mitabu examined the trap that rotated the room and sealed them in. He unlocks the mechanism, freeing them.

The group takes bets at 10gp apiece on how many of the common pirates remained alive in their absence. Captain Razor makes everyone laugh when she bets, "Seven! One more than should be out there!" The group laughs at the thought of a pair of stupid doppelgangers who murder the same guy and both disguise themselves as that one guy.

### *The Pirates Bands Come Together*

They find only five of the six common pirates remain. They are covered in the blood of the sixth who ventured down an unexplored tunnel that tore him apart and reduced him to small chunks. The two lizard man pirates don't seem especially bothered by this and sneak in licks of their face areas when they think no one's looking.

Mitabu finally puts on the death mask that was handed over to him hours early. It does not kill him. Once per day it can fly to an opponent and deliver a *finger of death* spell, then flies back to its wearer.

The pirates discuss fleeing, but decide to try for the vampire. Killing her will make their lives easier and might include treasure. But first they decide to grab some gold while the getting is good.

The pirates empty out some bags and sacks to fill them with gold:

- haversack – 120 pounds
- bag of holding I – 250 pounds
- various bags - !?!

It takes a minute to pry off one pound of gold from the statues (Strength 15 check). One pound of gold is 50gp. They start on the statues near the water line and acquire 55 pounds in two hours.

The wounded have various combinations of mummy and clay golem “cursed” wounds. The golem’s wounds require a spell check such that Wogan must roll a natural 18 to succeed. He burns thru the rest of his spells without effect. This generates another vote on whether they should stay or leave. The *swan boat* from yesterday still has two hours left and it takes 90 minutes to cross the lake. The pirate captains vote two to one to leave.

### *Crossing the Lake*

They load up the swan feather token boat and Wogan wills it to cross the lake. They spot the scylla immediately. It pursues them then dives. Someone shouts, “It’s going to capsize us!”

Wogan maneuvers prevent the capsizing, but the boat is knocked around and sends him tumbling. Mitabu and others help him back to the tiller. Serpent takes over the tiller, so Wogan

shoots his *mace of terror* at the scylla without effect. The scylla's many heads blast the pirates with scalding jets of water: Demented Dubb, Mandohu, a common pirate, Captain Razor, and another common pirate. There are some injuries but everyone makes it. The boat leaves the angry scylla behind.

They sail the boat around the lake and back to the shallow bog where they launched from yesterday. With only two hours until sundown the pirates camp in the bog as no one wants to climb the switch back up to the main island. They pull back a little from their landing site and set up three watches: Sindawe and Captain Smiles, then Wogan, Captain Razor, and Mitabu, and then Serpent and Dubb. The common pirates are split among those watches.

The first two watches go without event.

The third watch is interrupted by Dubb asking Serpent some innocent questions until she notices something in the water. She finally shouts, "Vampire! Get out of my head!" Some sleeping pirates start to wake up.

Serpent avoids the vampire's domination thanks to raging!

Serpent and Dubb attack the giant crocodile that was lurking in the nearby water.

Bethany spots the Pale Queen, the vampire girallon, in a tree near Dubb and Serpent. She aims and shoots a pistol, which wakes everyone up. The Pale Queen turns her gaze on Sindawe but he fights off her influence.

Mitabu wakes up and flings a bomb at that tree, then Captain Razor outlines her in *faerie fire*. Wogan releases a *fireball* at the Pale Queen from the *Rain Tiger*, a device of spell storing. Sindawe quaffs a potion of *ape walk* and climbs the Queen's tree.

The crocodile knocks out Demented Dubb and bites/grabs Serpent. Serpent spends a gold coin to have the crocodile spit him out due to his bad tasting, cursed wounds.

The common pirates wake up, sort themselves out, and grab up missile weapons. Captain Razor uses vines to swing up to the branch that the Pale Queen stands upon. They square off.