

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 11/24/2019

### TODAY'S EPISODE: OPERATION KILL ALL VAMPIRES

Our heroes and their vessel have sailed to the Veiled Isle in search of a city made of gold that's there for the taking if one can get through the pirate laden seas. Once at the island they find that the city is several days inland thru jungle, swamp, and lake teeming with girallons, green-skinned orcs, mummies, at least one vampire and a host of other inconvenient and deadly monsters. Our heroes hate the island and their blackmailer, Captain Bethany Razor, who has led them here with promise of regaining their ship's deed. Luckily, the island's sole vampire has shown up to murder the pirates who are already weakened by curses, energy drains, wounds that do not heal, and fatigue from many battles.

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).

#### *Murder Camp, now with a Vampire*

It is the pirates' sixth night on the Veiled Isle. The away party has been reduced to:

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

Earlier that day the pirates fought mummies and clay golems whose attacks delivered "cursed" wounds that do not heal easily. Wogan has no healing magic left. Their camp that evening was attacked by a giant crocodile and the girallon vampire known as the Pale Queen.

Demented Dubb has been killed or knocked unconscious. Serpent is down to his last ten hit points.

The Pale Queen is in a tree standing near the camp. Sindawe quaffs a potion of *ape walk* and climbs the queen's tree. Bethany swings on a vine and lands on a branch near the queen and opposite Sindawe. The queen takes a minor wound from Bethany's sneak attack, then claws and drains Sindawe (10 points and 2 negative levels). And claw rends Bethany (40pts and 4 negative levels). Sindawe stabs at her (13pts). Wogan's blasts her with *call lightning* which has no effect. Captain Smiles moves to the base of the tree with a readied trident. Several sailors throw javelins into the melee; they miss.

Wogan moves to the fallen dwarf and checks Demented Dubb's vitals. Bethany wavers for a moment as she considers fleeing, knowing one more attack will kill her, but stays to fight. She sneak attacks the queen three times with her rapier (53pts). The Pale Queen turns to mist that floats up and toward the cloven hoof rock formation on the nearby island.

Bethany states, "We need to hunt her down now. We won't get a better chance."

Wogan says, "Vampires driven into mist form by wounds require a full night to recover."

Serpent, "We can't fight off a band of goblins in our current condition, let alone recross the lake, fight the water hydra, find her lair, fight thru random monsters and her guardians, and then kill her."

As is the often the case when times are desperate, the pirates turn to religion. Wogan conducts a ceremony to beg Gozreh to heal their many wounds and curses. The pirates sacrifice their own valuables (personal and monetary) to the ceremony. Wogan and several of the pirates are "sky clad" (naked) as the dawn's light washes over them from the caldera's rim. The stake of

offerings melt into mist. Their negative levels, ability drains, curses, crypt death, etc. are washed away. The pirates also turn to mist (*air walk*).

Captain Sindawe says, "To the Pale Queen's lair!"

Wogan, "We should escape. Or maybe not. We only seem to be air walking at a rate of 10'."

Serpent says, "I can go either way. We can fight our way off the island now. Or attack the vampire."

Captains Bethany and Smiles vote to go after the vampire. It's several days back to the ship and she'll come after them otherwise.

### *Cloven Hoof*

The cloven hoof rock formation sets atop the caldera. A volcanic vent is the only entry or structure. They follow its descent and back twist into the pocketed cathedral. All of this reachable thanks to the *air walk* from Gozreh.

At the roof's level are multiple caves that seem reachable by girallons. The floor is littered with broken bones.

Bethany warns her companions with a whispered, "Shhh." The pirates very quietly don their clothes and equipment.

Wogan whispers his way thru a prayer (positive energy burst) that heals his companions.

An unworldly scream fills the pocked cathedral. The pirates look up where the Pale Queen oozes out of a cave near the roof. She pounces at Sindawe from that great height but misses when the monk side steps. The queen rises to her feet, shaking off the harsh impact of her drop. Mitabu withdraws, escaping her reach at least temporarily. Serpent's wades up and his ax bites deeply into her flesh. Bethany casts *bark.skin* on herself.

Demented Dubb woke up moments earlier with one hit point, thanks to Wogan's healing burst. She rages and charges – the Pale Queen's claw rakes her head dropping the dwarf, but not before being struck by a magic war hammer (32pts).

Captain Smiles dodges the queen's claws and stabs deeply with her trident (14pts).

Wogan casts a *maximized searing light* that misses completely, blasting another hole in the pock marked cathedral. He heals his companions (16pts) with a healing burst.

The sailors and lizard men shout and shoot missile weapons, adding to the confusion.

The Pale Queen spins and claws at her many attackers. Serpent receives a claw and bite, which curiously leads to a rend. Serpent staggers back a step, down to three hit points. He rages and closes with her, hitting twice with his ax.

Bethany casts *faerie fire* on the Pale Queen just as Mitabu hits her feet with a tanglefoot bag. The prone but again conscious Dubb slams her war hammer into the vampire's feet. Wogan hits with a second *maximized searing light* (64pts).

The Pale Queen shrieks and turns into a glowing mist that climbs and exits into a cave near the roof.

The pirates begin climbing, using the pocked chambers' many handholds. Wogan casts another healing burst, then climbs onto Serpent's back. Serpent carries both of them up.

Wogan and Serpent explain, "We have to stake it in the heart and drag it into the sun."

They find the girallon queen sleeping atop a pile of bones. She is staked with longbow arrows and unceremoniously dumped out of the cave to the cathedral's floor. After being searched for valuables.

Captain Smiles orders the sailors to search for loot. They find much of it scattered amongst the bones. Treasure:

- Ivory hookah pipe with gold mouth piece 450gp
- Walnut jewelry carved in likeness of dancing bear 50gp
- Inside is a trio of fine diamonds 600gp each.
- Hunting horn with jagged obsidian band 125gp
- Single silver and electrum earring of stylized stork with ruby eyes 230gp
- iron flask with a magical liquid
- glove with a hand in it and bronze bracelet 25gp
- elongated tribal mask
- carved headed ivory cane with owl set in gold mount 200gp
- small swallow figurine cast in gold 200gp
- skeletal arm with magical bracer on it. This matches bracers that were found earlier, several days away. Bracers of Armor +4
- bone scroll case with an animal skin scroll inside. Spells: Dispel Law, Rapid Repair, Tenser's Transformation, Elemental Body III. Scroll signed by Entergrast.

Wogan heals the wounded with further healing bursts. Then he uses *restoration* spells to remove negative levels from Serpent. Demented Dubb takes a permanent negative level.

The pirates discuss escaping the place now or tomorrow, deciding on now as safer, just in case there are any vampire thralls around in the many tunnels.

Serpent casts *ant haul* on himself and climbs up the volcano chimney with the staked girallon queen strapped to his back. The rest of the pirates follow. All watch as the vampire disintegrate in the sun's pale light.

Wogan uses his magic staff to put *feather fall* on the pirates, one at a time. They jump into the caldera lake water below. Sindawe deploys the *folding boat* in ship form and they sail to the far shore. Luckily, the water hydra stays on the other side of the caldera, allowing the pirates to escape.

### ***The Lake Monster***

The pirates camp in the swamp with a small fire. Watches are established. The officers, now outnumbering the sailors, talk thru a plan to kill the water hydra.

“What would be the purpose of killing it?” asks Bethany.

The pirates stare at her like she's simple. “Revenge!”

“Oh, and more gold from the city,” says Sindawe.

“Well now you're talking!”

Rough outline of the plan:

- Water Walk – lasts 80 minutes, for up to eight people.
- Resist Energy – lasts 80 minutes, 20 points of energy at a time. 5 spells available.
- Resist Energy – lasts 30 minutes, 10 points of energy. 2 spells available.
- Water Breathing – 16 hours spread among however many people.
- Underwater operations, if needed – several freedom of movement, several folks with swim speeds.
- Leave sailors ashore and only the real combatants will board the folding boat.
- Captain Smiles' tridents are barbed, so she will be in charge of "harpooning" the creature. The rope will be tied to the ship.

The pirates spend an uneventful night in the swamp, then prepare themselves to fight the scylla. They sail slowly into the southern edge of the lake, where the scylla spots them first. The water begins to boil around the ship.

Mitabu readies a depth charge. Bethany casts *barkskin* on herself. The scylla surfaces right next to the ship; its six heads bite Captain Smiles, Mitabu, Bethany, and Sindawe. These wounds are minor considering the pirates have had a full night to rest and heal.

Demented Dubb runs onto the water to attack it while the others stab and shoot at the attacking heads. Mitabu throws the depth charge into the scylla's area, blasting the creature's undercarriage. Sindawe and Serpent both inflict critical wounds on the creature.

The scylla heaves itself onto the ship and capsizes it successfully. Serpent and Saluthra start swimming, while everyone else *water walks*. Those in the water take slightly more damage

(after energy resistance) than those on the surface. The pirate officers surround the beast, stabbing, slashing, shooting, and slamming it.

The beast dies wondering what the hell happened.

The pirates pick up the rest of the crew from shore and sail the lake looking for the scylla's lair. They find a jetty and an old pirate camp that the jungle has just begun to reclaim.

Wogan examines the camp with his spy glass but sees no one immediately. They sail in and tie off at the jetty. Remembering it is a *folding boat*, they fold it up and take it with them. The pirates examine the camp. Sindawe enters the hut, which is mostly empty though there is debris from civilized lands. The door of the hut has the letters BB carved into it and slash marks indicating a tally.

The camp is abandoned.

Bethany says, "BB is the Brine Breath. The last survivor is in the iron coffin on board your ship."

The pirates search a bit more until Mitabu shrieks when girallon bursts out of the bushes to kidnap him. The girallon runs back up the tree and poops in his hand menacingly. The pirates withdraw to the jetty, deploy the *folding boat*, and leave.

The search for the lair yields nothing after several more hours. They sail back to the city of gold.

Current Loot In Addition To The Above:

- mummy metal cylinders (4)
- 55 pounds of gold in various bags of holding (total capacity is 375 pounds)