

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 01/05/2020

TODAY'S EPISODE: VALUE EXTRACTION

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 been destroyed by the pirates after they relieved themselves of a half-dozen forms of sickness, curses, ability drains, and level drains with an ancient Gozran cleansing ceremony.

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).

City of Gold

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

- *Greedy Gull* crew: three sailors and two officers - Demented Dubb, Captain Smiles. All 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 away party has returned to the city of gold for looting. The B team, mostly *Greedy Gull* crew, will stay in the safe zones to peel gold leaf and coins up. The A team (PC and NPC command staff) will continue investigating the nearby structures for additional treasure.

The A team loots too and by lunch many hundreds of pounds of gold has been stacked together in the temple. Around lunch time they knock off to investigate buildings.

The cockatrice building is in partial ruins, decorated with stylized gold owl statues. The building appears to have been under construction when the city fell. They find a number of stone artifacts from the construction, but no cockatrice remains. Serpent climbs onto the roof to dislodge the statues with an adamantine rapier, combined with ropes dragging the statue down. Wogan directs the operations to limit the chances of roof collapse.

The three frowning stone heads – they are terrified. Nothing of interest.

The collapsing building mound with hideous monkey gold statue at its apex. It is very unstable. The pirates take care to stay at the edges while peering inside. The building was once a smelting facility. Serpent finds a great deal of cockatrice spoor here, making him think that this place is actually their lair. Wogan thinks the monkey statue up top is holding the building together, but given time he could shore it up.

They move onto the building south of the temple. It is partially collapsed beneath a wall of broken rubble. The normal entry way is collapsed but there is a small crawl space inside. Mitabu hides during the discussion of who will go inside. Captain Razor states, “I could wiggle inside.” She hands her bulkier items to Sindawe and wiggles into the hole. She hollers back, “It’s a bath house. No gold. Lots of brackish, green water. There’s some ochre jellies!”

Captain Razor wiggles out, retrieves her belongings, lights a grenade, and tosses it into the bath house. The building collapses further and no jellies come out. Several B team pirates come over to investigate the explosion.

The pirates move onto the last building in the city, a stone slab with a stone statue and scrimshaw pole (bone). The 1200 pound scrimshaw totem pole is made from a single piece of unknown bone. The bone is damaged. The scrimshaw shows the birthing of a creature made from a whale and scylla. Serpent determines that the damaged portion allowed for a metal ring so that something large could be hung from it. That item would probably be buried in the rubble slide that ends at the lake.

The pirates dig out the statue's face from several feet of loose rubble. The digging carries them into the early evening; the statue's face shows anger and concern. It would have faced whatever item was hanging from the totem pole. They find the likely drop/burial site of the totem pole attachment and start digging by light of spells. Five feet of rubble is cleared, which is enough to see the glint of gold... the rim of something.

The pirates camp the night at the ruined temple, eat rations cooked over several campfires, and urging each other to eat various large roasted bugs and reptiles. Spirits are good and everyone is tired after a long day of manual labor. The night passes without event. The volcano is quiet and it rains out over the lake.

Loot and Loot Again

The B team goes back to digging out the animal discs from the stairs. The A team spends their morning digging out a 6' diameter gold gong that is magic. Wogan studies it with

detect magic and decides it is... complicated. Its magic is interrelated to the other stuff beneath the temple, including the seal that the pirates suspect is keeping something... sealed up.

The pirates discuss how to haul everything back. The *folding boat's* largest setting can haul the 1400 pounds of gold and loot and people across the lake. Serpent can cast *ant haul* to manage 1200 pounds for 12 hours. Another 375 pounds can go into bags of holding. That leaves 500 pounds for about a dozen people to haul out.

Then someone points out that the smelting building has not been looted. The pirate A team heads over there and uses a summoned cat to get the cockatrices to charge. The cockatrices are cut down in short order with minimal dexterity drain to the pirates. The last cockatrice flies up and away, lands on the monkey statue, and hops up and down. The roof collapses and the gold monkey statue topples toward the pirates.

Mitabu, Captain Razor, and Sindawe throw themselves clear. The monkey statue crashes into Wogan and the rest take 10/20 points of damage. Luckily, no one is buried by the debris. But this crash loosens the mountain's side. Pirates run madly to escape the avalanche – most run for the temple and its elevated and gigantic foundation. Others run for the lake that is hundreds of feet past that. Sindawe does chin ups with his immovable rod to go straight up. Wogan is the least lucky pirate in that he has to regain his feet, run, and has four points of dexterity damage.

Captain Razor runs at high speed using magic down to the lake, then begins swimming. Stones and dust pelt the pirates that take refuge in the temple. Those lakeside enjoy even more rocks and dust thanks to the steep slope going down from the temple to the lake.

And worse yet, the piled up gold on the dock is knocked about with some of it going into the water. 30% of it is scattered! Demented Dubb personally saves the six foot wide golden gong. No one is dead and roughly eight pirates are injured. The landslide does push the gold monkey (22 pounds) to the temple's foundation.

Wogan heals the wounded and removes some dexterity damage. The rest of the day is spent recovering scattered gold; only 2% is lost to the landslide and lake.

The dusty pirates spend another uneventful night on the island. The next morning Wogan summons an earth elemental to loot the smelting building. It returns with a gold needle and a gold brick.

The rest of the morning is spent packing the gold onto the folding boat, sailing across the caldera lake and unloading. Wogan wears his *Goz Mask* during the passing. He spots through the volcanic haze a dretch riding a yeth hound, which pads along the surface of the water on its own business. He reports this sight to the others, who reflect briefly on whether he is drinking way more - or less - than usual.

Sindawe asks, "Isn't a yeth hound smarter than a dretch?"

Captain Razor replies, "I guess it isn't practical for the yeth hound to ride the dretch."

Swamp and Cliff

The next obstacle is the 800' cliff that is narrowly climbable via a stone stairway after traveling a short distance thru swamp. The climb is tough with the weighty loot. Mandohu takes a tumble and is narrowly saved from a terrible death by Wogan's *feather fall*. Mandohu falls again and this time is saved by Sindawe and his *feather fall* ring. Mandohu complains of a "slight sickness".

Around 2:00 PM the pirates have made the girallon nest on the cliff top. They march out of the brine forest at about quarter speed, then up to half speed moving thru the jungle back tracking their trail in.

The first major landmark is the green skinned orc village beneath three huge kapoc trees. The three dozen orcs present stand their ground. There is no sign of girallons or girallon/orc hybrids.

A dozen spear armed orcs come out to confront the pirates, demanding to know, “What are you up to?”

Sindawe demands shelter for the night, explaining, “We killed the Vampire Queen! Let us stay!”

The lead orc replies, “Impossible! She cannot die! She will return to punish us!”

Wogan asks Sindawe how it is going, then hits the spear armed mass with a cone of *fear*. This improves the negotiations immediately. The pirates stay the night and are fed. A dozen orcish females are offered to the pirates for “happy time”! Several pirate crewmen take them up on their offer.

One pirate shouts to his female companion, “You wear bag now!”

The pirates stay the night, post guards, and eat the orc’s food. Sindawe offers a “pirate’s life” for any orc brave enough to take them up on it.

The first watch is Sindawe and Demented Dubb. Dubb discusses sex stuff with Sindawe, who is somewhat uncomfortable with discussing this topic with the topless tattooed scarified female dwarf, and passes the time listening to the distant pirate sex noises to see if they turn to “gagged and being stabbed repeatedly”.

Dubb says after a while, “I haven’t heard a peep out of any of the orcs, and that’s a lot of orcs to not peep.”

They investigate and find the village empty and their two sex pirates missing. They encounter a girallon/orc hybrid carrying a battle ax. He offers single combat to Sindawe who refuses, then his red eyes flare as he summons his legion of undead sailors.

CITY OF GOLD TREASURE

The survivors will get half shares after the 50% split with Captain Razor.

- mummy metal cylinders (4)
- a 1200 pound scrimshaw totem pole that is too heavy and value unknown to be hauled off.
- Gold items and various bags of holding with total capacity of 375 pounds. -2% is lost to the landslide:
 - Gold leaf – one pound is 50gp. 55 pounds.
 - Gold flashing – 5 pounds.
 - 1208 1/2 pound gold animal coins – each is 25 gp each. 604 pounds.
 - Bird statues, 20’ up, on the temple. 6 pounds of solid gold, 12 statues. 48 pounds.
 - Large statue with gold circlets – 6 pounds of solid gold, 12 circlets. 48 pounds.
 - Gold owl statues – 6 pounds of solid gold, 4 statues. 24 pounds.
 - Gold monkey statue – 22 pounds.
 - 6’ gold gong – 600 pounds.

- It takes a minute to pry off one pound of gold leaf (Strength 15 check). One pound of gold is 50gp. The average pirate can haul 125 pounds.
- 811 pounds without the gong – 375 pounds of holding bags = 436 pounds
- Magic gold needle – mending spell three times a day.
- 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 love potion
- 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.

ON BOARD THE CHAINBREAKER AND ELSEWHERE

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 Besmaran 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.