

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 02/16/2020

### TODAY'S EPISODE: LEAVING VEILED ISLE ISN'T SIMPLE

Our heroes and their vessel have sailed to the Veiled Isle in search of a city made of gold that's theirs 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 through jungle, swamp, and a volcanic lake teeming with girallons, green skinned orcs, mummies, a girallon vampire queen, 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, our heroes have destroyed the girallon vampire queen, looted the reachable portions of the golden city, and is heading back to their ship. Unfortunately, some of the queen's remaining servants don't want our heroes to escape.

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).

### *Traveling Across Veiled Island*

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

- *Greedy Gull* crew: three sailors and two officers - Demented Dubb, Captain Smiles. Eleven 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, heavy with looted gold, has traveled late into the day from the golden city to a nearby girallon/orc village. The girallons were killed days earlier and the orcs driven away. Some of the orcs, a mostly slave/food race here on the island, have returned to the village since then. The pirates successfully parley a peaceful “let us spend the night” visit.

Some pirates keep watch, some spend time with orc wenches, and the rest of pirates sleep. It is Sindawe and Dubb’s watch hours later, when 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 of orcs and the pirate who had been enjoying an orcish maid missing, along with the maid. 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 to attack.

Sindawe and Dubb scream warnings at their sleeping companions.

The hybrid vampire charges Sindawe with flailing arms and battle ax. The ax connects for 33 pts plus 3 bleed. Vampire spawn surge into the clustered collection of huts to claw at the many pirate targets. They cause a great deal of confusion, damage, and drains. The vampire spawn appear to be sailors who were burned and/or drowned.

Sindawe and Dubb tank the hybrid and deliver some minor wounds to it while the other pirates take on the spawn.

The vampire spawn are easy targets for the pirates’ weaponry, despite their damage resistance. One is destroyed and several more wounded. Wogan’s positive energy burst burns them all and removes three more from the field.

Another round of hand-to-hand and positive energy bursts leave only three spawn standing.

The hybrid heals (some) of his wounds and claws Sindawe once. It takes a few hits. A few seconds later his body transforms into a swarm of centipedes (4pts damage, DC 14 poison/distract) that bite his many attackers: Sindawe, Dubb, Mitabu, and Serpent. The remaining spawn take this as a signal to swarm Dubb among the biting centipedes. Dubb barely survives the experience.

Captain Smiles kills another spawn in the swarm with a long spear thrust. The remaining pirates stay clear of the swarm. Mitabu and Serpent run and crawl away from the swarm respectively. Sindawe and Dubb kill the last few spawn.

Wogan uses a positive energy burst to heal his companions. The centipede swarm retreats up one of the village's trio of baobab trees. Bethany Razor casts *faerie fire* on the swarm, which is followed by Mitabu's bomb. Sindawe climbs after the swarm, slower than usual as he sacrificed his *slippers of spider climbing* to Gozreh for the healing ceremony a couple days ago. Dubb starts to climb and is ordered back by Captain Smiles. Serpent throws an alchemist's fire that also misses, but splashes the swarm and Sindawe.

Wogan again comes through with a *dispel magic* that transforms the swarm back into the hybrid. It flails at the nearby Sindawe while clinging by one arm. Sindawe attempts a grapple and the hybrid easily escapes by dropping to the ground. Serpent charges it and hacks it with a mighty ax blow.

Wogan blasts it with a *maximized searing light*, destroying it instantly. Everyone cheers a job well done.

They find their missing pirate dead in nearby bushes, drained of blood. The corpse is beheaded and looted. The hybrid's battle ax is +1. The spawn are also beheaded, though the pirate captains take inventory of faces and wounds.

Bethany Razor declares, "They are crewmen of the *Brine Breath*, the same vessel that our undead crewmen (imprisoned on the *Chainbreaker*) came from."

Wogan performs last rites on the dead and finds one corpse that has a sliver of ship's hull in its flesh. He talks to Sindawe and they decide that a potential for another pirate or vampire pirate vessel on the seas is huge possibility. So Wogan will use his ship finding spell tomorrow or the next day.

Wogan heals the wounded as much as his spells (*cure* and *lesser restoration*) allow. The pirates are very grateful. The only surviving regular crewmen are the *Gull's* Christel Fragile-Bones and Incredible John Ginger, and the *Chainbreaker's* two lizardfolk, Gozz'ech and Mandohu.

The next search is for celebratory alcohol. The pirates find a jar of orc urine which is dumped out and a gourd of pickle juice spiked with cloves. Sindawe orders, "A sip or gulp per man or woman! No more!"

Sindawe orders an orc hunt for, "Prisoners – we need info on the area, porters, and shields."

Serpent tracks for Sindawe and a pair of pirates – Incredible John Ginger and Mandohu. All of them take another gulp of gourd juice. The others stay to guard the gold.

The tracking takes them a half mile away. They find the orcish wench, named Bagrak, who accompanied the pirate murdered by vampires. Sindawe tackles her and intimidates her into

helping them capture more of her tribe. She honey traps five more of her tribesmen who the pirates capture and tie up. The five are young orc warriors.

Bagrak turns out to be the local “volunteer” for next girallon concubine so she’s not too thrilled with her clan. Sindawe announces the five as prisoners who will be porters and not to be abused any more than needed. He then compliments Bagrak in orcish to make sure the five will not trust her any time soon. She sleeps among the pirates, attempting to seduce Serpent. He demurs.

Wogan heals the wounded including *restorations* (3) for negative levels. Sindawe takes one, Bethany gets one but in return they negotiate the take being shifted from 50/50 to 45/55 in favor of the pirates, and the last one is determined by lot.

Bethany does wrangle a concession that in future she is a Captain and deserves as much healing as any *Chainbreaker* officer.

The orc warriors are hobbled and loaded up with packs. Sindawe asks them, “I need to know about the dangers and challenges between here and the coast. I need a guide. If you do well I’ll take onboard my ship and away from here and all vampires!”

Hugmug, one of the orc warriors, beats his friends until only he stands. He volunteers as “guide”. Sindawe marks him with a mud smear on the forehead and tells the pirates, “This one is a guide. Treat him well.”

The pirates march out passing various landmark baobab trees. They reach the Wan Totem, a mighty baobab tree, carved with animal faces staring northward. The tree is surrounded by offerings of human and humanoid corpses. They set fire to the tree and keep marching into the late evening.

A half mile later it is dark. The orcs are still game to travel as they can see in the dark. The pirates complain until Wogan and other magic-users produce magical light. The pirates press on.

Bagrak in orcish tells Hugmug, "That tree was never there before. Right?"

Hugmug, "It is undoubtedly a tree struck by lightning. We have heard much lightning lately."

Sindawe is suspicious as any good adventurer or evil pirate would be. He orders Wogan to hit it with lightning. At 60' the pirates can see the tree by their magical lights.

Wogan and Serpent eye the tree in distance until a bolt of lightning falls from the storm pregnant sky to strike Wogan. He is knocked off his feet.

The pirates are directed by Sindawe who orders them forward while waving his immovable rod high over his head. The pirates seem to be on the lip of the caldera so no one is sure what's going on... are they being targeted by their outline, by random nature, a tree monster, or... well, the list is fairly long.

Serpent charges forward along the march toward the splintered tree. He yells as he gets closer, "Treat! Its a treat!"

Wogan casts his lightning spell at the treat. The first bolt hits the treat, who seems to grow taller and straighter from the blast.

The treat throws another lightning bolt from the heavens into Wogan, who manages to dodge the worst. Serpent ducks beneath a swung branch.

Mitabu rushes forward to throw a fire bomb at the treant (8pts). The pirate crew hit the deck along with the orc prisoners. Sindawe rushes forward until the treant tags him with a branch. Serpent rages and chops at it with a battle ax (39pts minus damage resistance).

Bethany Razor shoots the treant with her pistol inflicting a critical wound (minor damage, 2d6 bleed). Wogan shoots pistols at the monster too. Another sky falling lightning bolt strikes Serpent. Another branch strikes Sindawe.

The treant lurches to its “feet”, standing taller. Mitabu shoots his pistol at it. Javelins and arrows rain harmless upon the treant. Dubb charges it until a branch swats her. Sindawe closes and flanks the treant with Serpent. Wogan shoots the treant with magical missiles from his emerald of spell storing. Mitabu uses acrobatics to close with it and back stabs it with his rapier. Sindawe hacks at it with a temple sword (11pts). Serpent, almost dead, hacks desperately at it (18pts).

Another lightning bolt knocks Serpent back but he still stands thanks to raging!  
Sindawe chops the treant dead.

Sindawe climbs up the dead tree and screams about the unfairness of having a energy resistance electricity ring and the electricity monster ignores him! Meanwhile, Wogan heals Serpent before he goes unconscious.

The pirates spend the night among the treant corpse. The next day they hurry toward the shore, stopping to burn the tree. Several orc escapes are foiled by tight rope hobbles. Hugmug navigates them past wasp swarms and nets. Finally at the beach, they light a signal pyre to summon the pirate longboats.

The balance of the day is spent transporting gold out to the *Chainbreaker* and *Greedy Gull*, then the away team. Bagrak the orc wench goes with them and joins the crew. The orc warriors are freed to return and rule their tribe.

The pirate ship crews at sea have spent their time wisely, repairing the *Chainbreaker's* rigging and some of its hull. The *Greedy Gull* has also been repaired from not seaworthy to “basically seaworthy”.

### *CITY OF GOLD TREASURE*

The survivors will get half shares after the 45/55% 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. 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 hooku 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.
- From hybrid corpse: +1 amulet of natural armor, +1 battle ax

## *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 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.