

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 4/24/2022

TODAY'S EPISODE: TURTLE SOUP

Our heroes are sailing to Hot Springs Island after fleeing the law in Port Shaw. They reached Hot Springs Island, narrowly escaping the *Boneduce's Pride*, a man-of-war. The *Pride* chased them with cannon from outside the reef but failed to land any significant hits and finally gave up the chase when the *Chainbreaker* entered the island's only bay.

Our 9th 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 Dragon Turtle Bay

The black sand beach is littered with jetsam, debris, scattered chests, and other shipwreck features including the figurehead of the *Albatross*. Three dragon turtles, big as huts, are sunning themselves on the beach. They rouse themselves and take a strong interest in the pirate ship.

Samaritha edges up to the rail, spots a fourth dragon turtle in the water, then casts *fly* on Sindawe. Jacinth Deepwarder points out a dragon turtle on the beach before letting arrows fly. Mitabu fires his pistol. No damage is dealt. The range is long and the dragon turtle shells are

thick. Serpent notices the one in the water but joins the others in firing at one dragon turtle on the beach (17pts).

The dragon turtles on the beach drag themselves to the surf. Sindawe barks orders for a club-hauling with the objective of giving Wogan and the gunners a crack at broadsiding those on the beach. The maneuver works but the heeling of the ship startles the crew and deals 7pts of damage to the hull. The GM explains, "The cannons are pointed in the right direction, but need to be aligned. You can fire next turn." Wogan shrugs, noting that underwater opponents have naught to fear from cannon. One pirate, Orgon, falls overboard (dragon side). Jalia curses loudly.

The dragon turtle in the water swims toward the ship, closing to close range.

Samaritha shouts out, "There's a dragon turtle already in the water! Right there!" She casts a second *fly* spell on Serpent.

More arrows and bullets ping the dragon turtle shells. Serpent uses flight to rescue Orgon from the water, dropping him on the deck. The beach dragon turtles swim rapidly toward the ship, closing to the 120'. The crew line the ship's cannon up on those beasts.

Wogan opts to fire two cannon at one and one each at the other two, not knowing about the fourth closer one. Three cannon miss but one hits for 42pts. All three dragon turtles respond by swimming closer still after submerging a bit for cover from further cannon fire. Wogan casts *lower water* on their area, lowering it from 20' to 2', and leaving the three on wet sand.

The closest dragon turtle rams the ship but lacks the size to capsize it. The aft of the ship is bathed in steam from two dragon turtles, previously unnoticed. The steam kills several crewmembers outright.

Samaritha counters with a spellcraft check to make her *lightning bolt* have a *fireball* spread in water, then blasts them back (22pts). Mitabu throws an alchemist bomb at them to discover that the dragon turtles are immune to fire. The dragon turtles breathe steam on the crew and Samaritha for 33pts!

Serpent flies down to the dragon turtle attempting to capsize the ship with his axe swinging – he critically hits (40pts and 8 bleed)! Sindawe shouts orders to the mates, “arm the crew with crossbows!” as he flies over the rail to join Serpent in combat against one dragon turtle (11pts and stunned).

Samaritha casts *slow* on the breathing dragon turtles, affecting one of them. Mitabu decides to change tactics – he moves to the railing over the stunned dragon turtle and drops a grinding trap on it (7 damage this round). Serpent finishes the stunned beast with two axe swings, a shield bash, and a horrifying bite (53 damage). And it bleeds again (8pts). It rolls over dead.

The three dragon turtles caught in the *lower water* drag themselves off the wet sand and close with Serpent and Sindawe, catching both in three jets of steam (32pts each).

Wogan heals Samaritha (23pts). The slowed turtle does nothing effective while his sister attempts to capsize the ship – it shakes everyone on board for some damage and the ship begins to take on water. A unit of crew hurls hand axes without effect. Another crew unit retrieves crossbows. And the last crew unit works damage control.

Samaritha casts *glitterdust* on an attacking turtle; it is lit up brightly but otherwise unharmed even after Mitabu drops a grinding trap onto it. The trap sinks to the bay's bottom.

Serpent flies wide of Sindawe and casts *protection from energy (fire)* on himself as one dragon turtle attacks Sindawe and the other two go for a capsized (more hull damage). Wogan runs over to blast the capsize with his *mace of terror*, but the dragon turtles are unimpressed.

The two aft dragon turtles breathe steam on Samaritha (22pts) and Mitabu (16pts). A random crewman dies from the crossfire. Crossbow fire peppers the dragons (9pts). Samaritha blasts the non-slowed one with *ray of enfeeblement* (-8 to strength). Mitabu drops another trap on that same dragon turtle – 20pts of electricity. Serpent flies over to join in fighting the slowed one.

The ship takes on more water as more dragon turtles pile onto capsizing it. It will sink in seven naval rounds. Sindawe is forced to spend a fate point to avoid taking 39 points of dragon turtle bites, which is instead delivered to another dragon turtle. The two in-fighting turtles quickly work it out with their mighty +16 diplomacy. All three turn to breathing steam, injuring crewmen and Wogan.

Wogan uses a *burst of healing* (16pts) to help Sindawe and some crewmen as the monk flies away to join Serpent in fighting one of the dragon turtles at the aft of the ship.

The aft dragon turtles breathe steam again, killing another crewman and harming Samaritha a bit in the process. Damage control manages to heal some hull damage, but does nothing to slow the water entering the ship. Jacinth tags a dragon turtle with her composite short bow (8pts). Samaritha peppers one with *magic missiles* (14pts). Mitabu drops an acid emitter (22pts) on the slowed dragon turtle. Serpent ends that one with axe and shields swings, plus a mighty bite (49pts).

Wogan uses another *healing burst* (20pts) to heal himself and injured pirates.

The enfeebled turtle swims under Serpent to blast him and Sindawe with steam (11pts to Sindawe, nothing to Serpent). The repair crew unit makes no progress, but that doesn't matter because the crossbow armed crew merely litter the water with bolts.

Samaritha re-positions to the other side of the ship and uses the *mask of death* – the *finger of death* (130pts) it emits slays a dragon turtle outright. Mitabu throws a new trap at another monster but misses.

Two dragon turtles combine their effort to capsize the ship, driving it to the breaking point. Everyone on board takes 29pts of damage, half damage with reflect save 17. This kills a crewmen, and wounds several. The ship will sink in four rounds.

Wogan orders, “Tommy, run us aground! Repair team work the sails! You there, cut that anchor!” The anchor is freed and sinks away. The ship moves slowly toward the beach.

Serpent and Sindawe flank the enfeebled dragon turtle. The dragon fights back until it dies under Serpent's ax.

Samaritha casts *suggestion*, then yells down in Draconian, “You there! Stupid dragon turtle! Several of your brothers are dead! You should run!”

That dragon turtle yells back, “Ha! Your tricks are weak!” Then Mitabu drops an acid trap on its face (13pts).

The remaining two dragon turtles decide to split their attentions – one swims toward Sindawe and Serpent. Neither has a breath of steam to spare at this time.

The other one swims after the ship, bites the keel, and attempts to drag it back away from the beach. Wogan's commands drive the crew to add on sail, which keeps the drag to a minimum. Crew with crossbows line the ship's aft, firing down on the turtle (13pts), killing it!

Samaritha casts *major image*, making it appear as if the just slain dragon turtle has returned to life as a zombie. This freaks everyone on board out! She dispatches it to attack the last living dragon turtle. Then she leaves to find her child.

Wogan's orders pull another knot of speed out of the ship. Crew desperately bail water.

Serpent dodges a bite from the remaining dragon turtle, then exchanges blows with it. It takes a shield bash and bite (28pts). He takes 24pts from a bite and claw. Sindawe joins in with a stunning fist (10pts and stunned).

The illusionary zombie dragon turtle bites its living brother (39pts)! And Serpent kills the living turtle with an epic critical (44pts and 44 bleed). The creature dies messily.

Wogan, aided by Tommy Blacktoes and Mitabu, commands more speed out of the crew. The ship hits the beach at 3 knots while sinking. It lodges itself into the sand. It is not properly beached.

Dragging the Ship on Shore

Wogan checks the dead for anyone still living. He is able to save Tanned Hank and Karomander, but not Gareb, Tiberiu, Sevgi, and Said. It is a heavy toll. The dead's major belongings are: a ship's long bow, *ring of swimming*, *cloak of resistance +1*, *horn of fog*, dog named

Tugboat, masterwork long sword, *cloak of resistance* +1, +1 long sword, and a *belt of incredible dexterity* +2.

The ship has not broken up. The crew is put to work setting up ropes and pulleys on nearby trees. Wogan uses his *Goz Mask* to access the ship's hold, now underwater, and some electricity spells to get the ship "flying" slightly using the hover platform. Serpent throws his back into it.

The ship is slowly drug further up onto the beach. Many items are ruined or waterlogged. Wogan suggests that the wreckage of the *Albatross* be rendered for repair parts.

The crew are put to work making repairs. Serpent stalks the area around the *Albatross* for tracks before the pirates have at the wreck. He finds a mound of dragon turtle scat. Under that are buried 518 gp, five gold scarabs (75gp each), gold bowl with dragon engravings (400gp), and platinum scepter with gold inlay (1000gp).

He also finds tracks indicating that the crew attempted repairs and some went inland probably in search of supplies a week or two ago. The crew crawls over the wreck:

- the longboats are missing
- five barrels of water, three sacks of grain
- spoiled food (recently picked mangoes)

Jacinth reviews the dragon turtle loot, deciding they are not Hot Springs Island artifacts.

Orders:

- Ship's gunpowder is examined – some is damp and some is dry. A crew unit is assigned to dry it out and setting up the murder guns for a 360 degree defense.
- Food and water is checked – one quarter of the ship's stores survived. Rationing means it would last two weeks. Wogan uses a *purify food and water* spell to rescue some more rations. Wogan's five third level spells can feed 15 people.
- Two crew units are assigned to unloading the ship and righting things.
- Serpent leads Sindawe and Wogan for a perimeter check of the beach. Jacinth tags along.

Jacinth pulls out a silver compass. She explains it is a wayfinder, part and parcel for Pathfinders. It is working normally.

They explore the shore and find nothing else of interest. They check the tree line where Serpent finds hidden longboats. The *Albatross'* crew dug out longboat sized holes, buried them and covered them.

He finds tracks, probably the *Albatross'* crew, heading inland. The tracks are two weeks old. Some of the local flora is unknown to the group, but none are the sipopa plant. Jacinth wants to approach and examine one but everyone points out, "It has a wide empty perimeter around it. It isn't safe."

Wogan pulls a beast out of his beast bag. The summoned cat takes no ill effect from the plant. Serpent approaches, snaps off a branch. The wound drips a viscous purple fluid. The summoned cat is given a bit of the fluid to lick, but nothing happens to it.

They return to the black sand beach to plan an away party.