

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 05/08/2022

TODAY'S EPISODE: BEACHHEAD

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 Dragoon 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 - where it was attacked by six juvenile giant turtles that killed several sailors (Gareb, Tiberiu, Sevgi, and Said) and wrecked the ship badly enough to require beaching for repairs.

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 Beach

The *Chainbreaker* crew is busy repairing the ship on Hot Springs Island's sole beach (volcanic black sand), using ship's stores and parts rendered from the *Albatross*. While they set up, Tanned Hank and Samaritha discover a plant whose purple sap burns like candle wax.

Sindawe, Wogan, Serpent, Jacinth Deepwarder, and Saluthra grab canteens and rations before heading into the jungle following the tracks of the *Albatross'* crew. Said tracks are two weeks old. Samaritha wishes Serpent well and promises to research the just discovered Purple Blood Tree.

The search party find evidence of an ancient civilization: structures standing askew, covered in jungle vines. Basalt structures peek up out of the volcanic sand.

I Put A Hex On You

At this point the GM covers that exploring the island is a “hexcrawl adventure.” The day is split into 4 hour blocks, starting at 6AM, that represent “watches”. Each watch can be spent investigating a point of interest, exploring a hex, traveling to an adjacent hex, or traveling to a known point.

The *Albatross*’ crew tracks head north by northwest. Our heroes follow the tracks to the north (2-6pm), then explore the hex (6-10pm). The landscape is jungle but not thick enough to require a machete, and is dotted with rock outcroppings.

A pair of giant rats greet them at one turn. Serpent fires arrows at them as they flee, bringing one down. Saluthra happily swallows the dead rat. Otherwise, passing through the area is uneventful.

The next hex includes some obvious points of interest: a 60’ basalt outcrop pointed at a sparse beach. Large basalt buildings, broken. More stone blocks with no obvious purposes. There are giant hut structures between the large broken, basalt buildings. There is evidence of jungle clearing operations.

Serpent remembers, “Didn’t we hear about some sort of giants living on these islands?”

Wogan answers, “Yes, cyclops.”

They stand quietly to survey the area. Sindawe spots a human sized camp underneath a large ruined slab, camouflaged with bits of jungle.

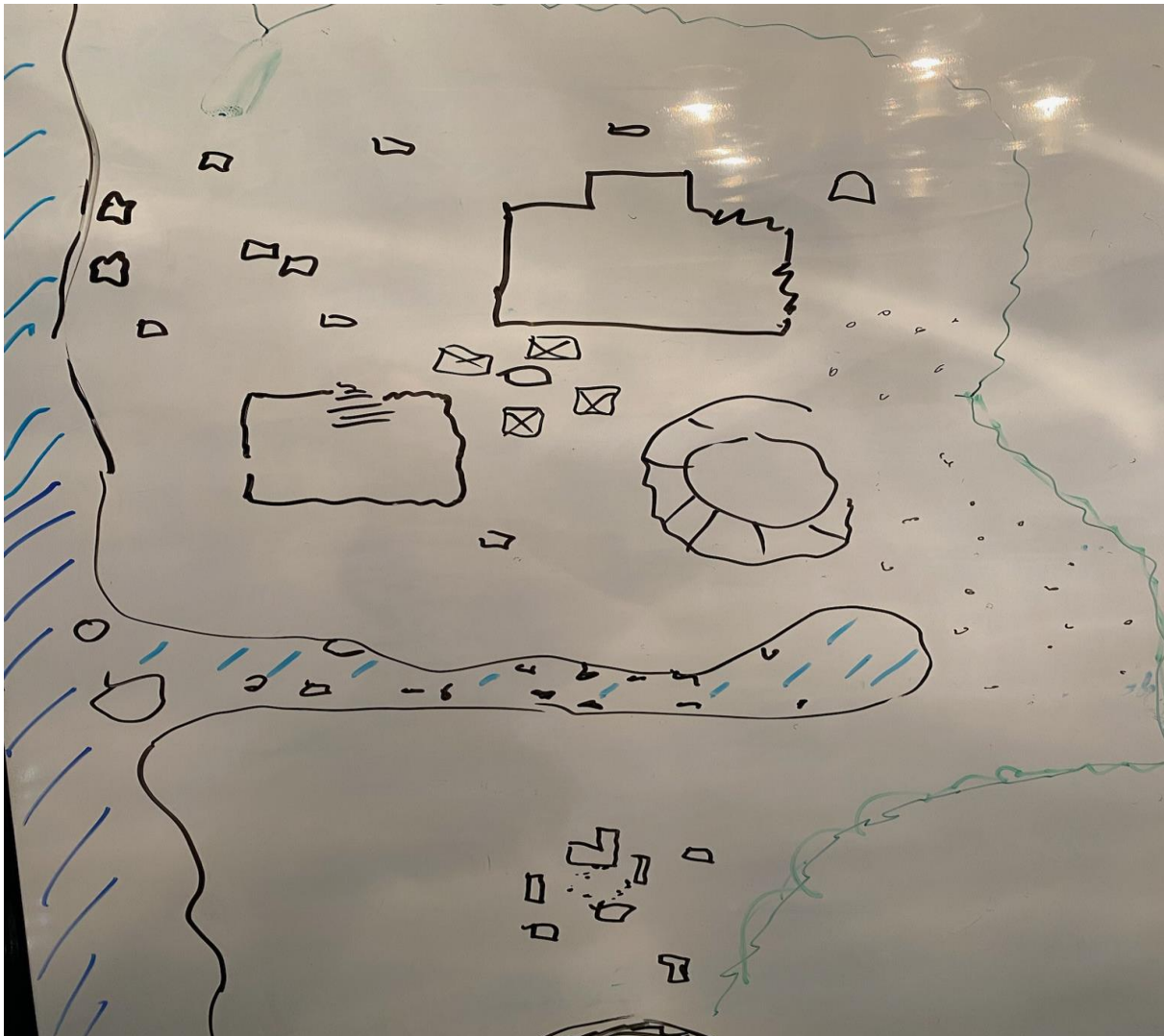
Serpent hands Jacinth his *bat of disguise* so she can disguise her sex from the cyclops, who Serpent remembers as having a “reputation for rape”. She turns into a handsome, Fabio-esque sailor. “That’s probably not going to help,” he tells her.

The Cyclopean Ruins

Our heroes approach the human camp quietly and on a line of approach to limit line of sight on anyone in the giant encampment. But before they cross the open ground between the camp and jungle, they hear, “Whoop! Whoop!”

A pack of rats tear past the pirates followed by a pair of white streaks. The pair slow down enough to be seen as flightless birds, probably in some sort of mating dance. They attack each other with beak stabs and talon claws. The fight dance ends when one decides to run again, pursued by the second. This time they move quickly but not nearly as quickly as earlier. They both make an impressive 30’ jump to clear broken stones.

This noise provokes no interest from either camp, though a short time later several cyclops emerge from the giant huts to clear trees from the surrounding jungle using obsidian axes. Both are armed with obsidian spears and wearing roughly cured leather armor.



Our heroes go to ground to watch the giant camp.

- Several dozen goat sized herbivores are grazing. They have antlers growing from a bony nose.
- Two cyclops, slightly out of line of sight, are building something out of obsidian.

They sneak across open ground again toward the human sized bunker. There are several men talking inside the area and another lightly snoring. They are all being quiet and greet the pirates cautiously, inviting them into a tightly packed stone structure. There are eight dragoons/sailors, plus an officer. All appear hungry. The dragoon/sailors are really just jumped up sailors with a bit more brawl.

The officer, First Mate Jarvis Carlysle, offers volunteers that they were exploring the area when the cyclops fell upon them. Some ran, some died, and the Lt. Commander and several others are trapped inside a ruined building essentially within the cyclops camp. He describes the cyclops as “they hide and wait for us to walk by and then they tear us into bits”.

Wogan talks the officer and dragoons into leaving their cyclops adjacent camp. Serpent has to intimidate the sailors into staying quiet and accompanying them out. The sailors are very frightened and demoralized. Sindawe urges them to be quiet on the return trip and if separated to head south and join the *Chainbreaker's* crew on the beach.

The first mate tells the pirates, “The cyclops have boars’ heads on stakes. They are enchanted to make noise if you get too close.”

The group limps out escorted by the pirates and heads south into the darkness. The jungle is alive and loud with critters and insects. Jacinth and Serpent use low light vision to guide the group out and into the very dark jungle.

A long distance later, Serpent calls for quiet, “Movement nearby.”

Serpent spots the source; two cyclops helping a third injured shaman cyclops. He whispers to Sindawe, “Three cyclops. One injured.”

One of the uninjured cyclops stands still and scans the surrounding jungle. Then he resumes helping the injured cyclops. Serpent clamps a hand over one whimpering sailor's mouth.

Finally, the cyclops disappear into the dark. Serpent urges the group to hurry away. Wogan casts a *light* spell to help the group navigate. The group encounters the goat sized herbivores (six) in the dark. The First Mate is asked and tells the pirates, "Those things have not caused us problems."

They make it back to the beach and are greeted by murder guns manned by nervous guards. Serpent drags a murder gun murdered boar into camp. The pirate crew are not happy about having dragoon sailors as guests.

First Mate Carlisle Jarvis is asked more questions about the *Albatross'* adventures here: "We didn't know about the reef so we made directly for the beach and our hull was holed badly in several places. This forced us to beach the ship. The dragon turtles only come to the beach during the day, so we hid in the jungle, venturing out for supplies as needed. A group of dragoons was sent south by longboat to investigate the city. The rest of us went north and ran into the cyclops. The cyclops kill any prisoners slowly by cutting their guts open, dragging their entrails out, and staring at them."

Serpent and Jacinth decide the cyclops are practicing divination by entrails.

Everyone turns for the night. Sindawe checks the perimeter and the night watch before turning in. Everyone sleeps a deep sleep on the volcanic sand; the temperature gets down to 80 degrees.

Sindawe arises a few hours later to check the perimeter again: Tanned Hank, JJ, Prand, and Tommy are on guard. They are busy listening to JJ's sea kelpie sex stories. "Her breasts were as firm as sea cucumbers!"

He returns to sleep and arises at 6AM with Wogan and Serpent who pray to their gods for protection, understanding, and new spells.

Exploring Hot Springs Island, Day One

The day's mission is to figure out what attacked the cyclops shaman to gauge how tough the cyclops are. First Mate Carlisle Jarvis is asked to lead his men in helping fix the ship up. He insists on helping them rescue Lt. Commander Perrin and his men. Sindawe insists that he does not need to make that decision. Carlisle wins the argument, even after Jacinth weighs in.

The first watch is spent returning to the area of the cyclops jungle encounter, then another exploring it. Serpent tracks the shaman back to a little clearing of bushes covered with tiny white flowers. The bushes are rustling without aid from the wind. On the clearings edge is a basalt outcropping surrounded by yellowed vegetation.

Wogan summons a rat to investigate just before the group spots several cyclops entering the clearing. The group attempts to hide but several are spotted by the giants, who shout out something in their degenerate language before throwing their spears at the party.

Serpent rises from his hiding spot and runs into the jungle to circle around to the cyclops patrol's rear. It is 100' across the clearing.

Carlysle and Jacinth return fire; she retreats into the jungle. Sindawe drags Carlysle into the tree line. Wogan fires a short musket then retreats too.

The cyclops charge across the clearing, occasionally kicking a bush aside like a tumbleweed. Serpent notes that the bushes are not dangerous, and swings in from the jungle to hit one giant on the hip (40 damage). Jacinth and Carlysle continue firing crossbow and bow at the giants. Jacinth uses her sniping bow and skills to stay out of sight. Sindawe joins Serpent in attacking the injured cyclops. The cyclops grab up their spears and attack Serpent, whose armor turns their blades.

Serpent turns his ax on the injured cyclops, ending him with a final smashing shield (64pts). Carlysle and Jacinth continue peppering the last cyclops with bolt and arrow. Sindawe delivers (27pts) of monk punches to it. Wogan pulls the trigger on his privateer pistol delivering 18pts. The last cyclops dies from Serpent's axe!

Several bushes are crushed under the cyclops corpses. Those same bushes pull themselves free and scuttle away until they are in direct sunlight again. Giant centipedes collect on the dead bodies for feeding.

Serpent leads the group away, continuing to follow the shaman's trail. He finds an area scorched by fire, though much of it is covered by Scuttling Sun Lovers. He decides that the shaman was sitting here until fire was used to attack him. A bunch of individual small fire attacks. He recalls that the shaman did smell burnt.

The group decides to make for the cyclops encampment, reasoning that the two dead cyclops made a lot of noise that will draw more to investigate. They hear a strange noise, best described as "Children laughing at a strange crime."

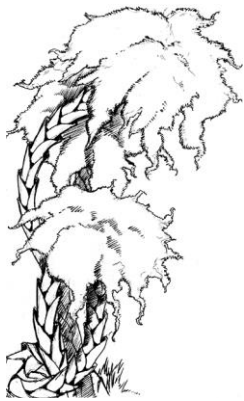
Serpent, "I remember the laughing silver children of Azlanti. They set things on fire."

Sindawe motions for them to move away from the laughing.

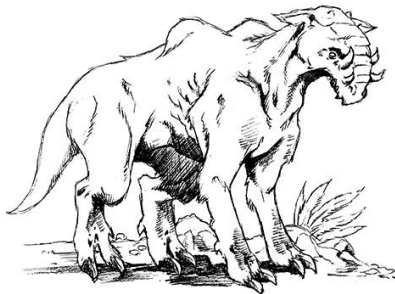
Later they approach a gleaming metallic rock outcropping. Up close it is definitely a long metallic creature, covered in plates. It seems otherwise peaceful.

A Field Guide to Hot Springs Island

A circle of bare land is around this small tree with white, twisted leaves. It drips a viscous, translucent purple fluid when cut that burns like a candle. It is named a Purple Blood Tree by Sindawe.



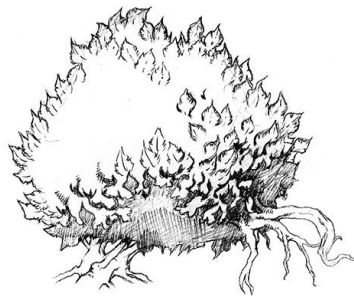
The goat sized herbivores are named Armadillo-dans.



The two white flightless birds are dubbed Jungle Runners.



The bushes with tiny white flowers are dubbed Scuttling Sun Lovers.



The metal plate covered shiny monster is dubbed the Metallosaur!

