

REAYERS ON THE SEAS OF FATE - SESSION SUMMARY 07/17/2022

TODAY'S EPISODE: EXFILTRATION EXCITEMENT

Our heroes aboard the *Chainbreaker* are half ship-wrecked on Hot Springs Island after fleeing the law in Port Shaw. Their ship is beached after a terrible battle with five infant dragon-turtles. Most of the crew are making repairs and gathering food. Meanwhile, our heroes are investigating the island which includes salamander men, cyclops, nereids, and the island's own mutated flora and fauna.

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).

Head Count

Our heroes Sindawe, Wogan, Serpent, Jacinth Deepwarder, the *Albatross*' First Mate Jarvis Carlyle, and Saluthra have returned from a mission to rescue the *Albatross* crewmen from a cyclops camp some miles from the beach. Only after they return to camp do they realize that Lieutenant Commander Trey Perrin and a small group of *Albatross* crewmen are still trapped in the cyclops ruins. Sindawe questions if they are still alive if they didn't even make an attempt to run. Carlyle believes Perrin still lives, but can offer nothing concrete.

A head count is performed:

- Rescued – several dozen *Albatross* crewmen, sailors and some marines. Some are sick and/or shell shocked.
- Missing – Lt. Commander Trey Perrin and half a dozen to a dozen more crewmen.
- Dead – four *Albatross* crewmen on the sacrifice altars.
- Missing – a dozen *Albatross* marines sent south in boats to look for legendary elf city. They have been gone for over a week.
- Wogan's stray - the woman introduces herself as Claire. She arrived on the island via a teleportation accident with her companion Neville. Neville is strong warrior and armed with a salamander man's spear. Claire describes his features and hair in loving detail. Neville is still alive; they were separated earlier today and she believes he is still alive.
- A nereid mud woman, named Head Sick by her sisters. She is a horrific sexual predator preying on people in the jungle.
- Princess Capri – a blue-skinned nereid, rescued by the *Chainbreaker's* captain from certain slavery or death by a salamander man to cyclops deal. She is one of many nereids on the island. She has fifty sisters, The Visions of Meltalia, of which seventeen are enslaved to Svarku.
- Svarku is a big fire man, though not a giant. Red skinned? Tail? Hooves? Yes, horns and probably some sort of devil. Svarku has a harem of seventeen nereids by virtue of controlling their magical portraits. Svarku is always looking for more portraits. He rules the salamander men and other fiery creatures from his base in the volcano. He also has a side

hustle selling an elfin narcotic to traffickers that visit the island. Everyone is very sure those traffickers are members of the Ring of the Kraken.

- Alfonse – a ship-wrecked sailor who is gone crazy and paranoid from his time on the island. He is convinced that someone is after him from his sailor days. His ship was the *Dark Lady*.
- Cyclopes – also known locally as the Omargwato or “The Night Axes”. They are wary of outsiders and their culture teaches them to abuse all smaller folk. They oppose Svarku and his fire creatures, because Svarku killed their women. They are desperately lonely and lacking empathy, so they fall upon any female they find. Their lust is fatal. Men are eaten or sacrificed. On the plus side, they seem to respect Princess Capri. Their leader is capable of growing larger, casting battle spells, swinging a powerful magic obsidian-headed weapon, and rages in combat. One *Albatross* sailor shouts, “He has no tongue! He cannot talk!”

Carlyle wants to rescue his captain and any sailors with him. And the missing marine patrol. Sindawe agrees that both are valuable activities. He asks questions about proof of life and how long they have been missing. He is not encouraged by Carlyle’s answers.

Sindawe orders to turn over several strong points in the camp to Carlyle’s men. They will man those positions 24/7. He also assigns them places to sleep and spots in the infirmary. Carlyle’s two marines take charge of the sailors.

Claire wants to rescue Neville. Neville is strong and armed with a salamander man spear. Sindawe decides that is something that can be done today. They will move out shortly to rescue the man.

They discuss how to rescue or even get some intelligence on the Lt. Commander. They decide that tomorrow would be a good day to start. They will use *screaming*, *whispering wind*, and *animal message* to establish contact with any survivors. And work from there.

Operation Rescue Neville

Serpent, Jacinth Deepwarder, First Mate Jarvis Carlyle, Saluthra and Claire walk back into the jungle following the trail back to Claire's encounter with the plant monsters named the Naughty Tentacles. They hope to back track from there to find Neville.

Claire and Wogan's memories of their trail, plus Serpent's tracking get them back to the plant monster fight location. They also see signs during this time of other mutant flora and fauna, some of which might be dangerous. This travel also takes them into a zone they have not yet entered. In that area, which is Claire's stomping grounds, holds recent and old lava flows, no longer hot, indicating that the volcano has a long reach.

Claire begins to recognize features in the area and leads them to the cave. She explains that they have only been here for a few days. They have only fought one salamander man using Neville's strong arm and her *wand of lightning*. Otherwise, they have avoided trouble.

Up ahead they hear squealing and chittering. Serpent rushes forward with drawn axe to find two giant rats facing off against two giant centipedes. He decides to attack the centipedes upon remembering a bad encounter with such a creature earlier in his career while shopping in Riddleport. The rats leap on the second centipede delivering minor wounds. In turn, one gets its head bitten off. Sindawe's spear finishes the centipede. The remaining rat hisses at Serpent and runs away. Sindawe chases it down, batters it, decides it is not intelligent, and leaves it be.

Claire leads them to her cave. Sindawe enters first to see if Neville is there. The tunnel goes down sharply and opens into a wide cave from which they have evacuated earth to make more room. Neville is not home, but several dire bats are. They hang from the ceiling and announce their displeasure at Sindawe's presence.

Sindawe kills the oxen sized bats with many punches. The rest of his party enters as Neville reveals he was hiding in a small lava tube at the back of the cave. He and Claire reunite while Serpent, Wogan, and Sindawe discuss Neville's physical appearance in Aklo. Claire is clearly smitten by the man.

Claire and Neville agree to accompany our heroes back to their beach camp. They are surprised to find they are still on Golarion but nowhere near the Inner Sea, which is where Claire's *teleportation* spell went wrong. Serpent field butchers the dire bats while the others wrap the cuts in banana leaves.

They carry their loot back to camp. Claire stays close to Neville, who keeps his eyes peeled for danger.

Their return trip is uneventful except for an encounter with a cyclops hunting party. They hear the cyclopean guttural language and the sounds of wild boar being murdered. Serpent and Sindawe sneak up to find five cyclops dressing the dead boars. They are spear-armed and wear poorly made home-made armor. The leader has a helmet made from the skull of a local monster; he is also armed with an obsidian-headed hammer.

Sindawe and Serpent decide to stop moving and remain hidden when one of the cyclops beings staring in their direction. Eventually, it decides that all is good and returns to scanning other sections of the jungle. They remain hidden until the cyclopes finish butchering and leave.

Captain's Dinner

Wogan takes Neville and Claire to the map room on the *Chainbreaker* to show them where in the world they are and better determine where they are from. They are very unhappy at far away they are from the Inner Sea. Sindawe notes that the maps have been disturbed; he asks Tommy to keep an eye on it. Tommy promises to place a trap on it.

Sindawe, Serpent, Jacinth Deepwarder, First Mate Jarvis Carlyle, Saluthra, Claire, Neville, and Jalia have dinner together that evening. The bat salad prepared by the ship's cook is barely edible, so the dinner is moved to a bat meat grilling venue.

Claire and Neville share their island adventures including the fight and win against a lone salamander man, sightings of large insects that spit poisonous clouds, and that at dawn you can briefly make out a giant spear standing on the volcano's lip.

Claire claims she is a sorcerer, which Sindawe doesn't really buy. He talks to her a bit and finds out she can cast some useful spells like "darkvision". She asks Sindawe to front her 500gp to replace her familiar, the 500gp is needed to summon a new one. He agrees, telling her to ask Samaritha for the necessary components. And he asks her to contribute to the camp by casting useful spells starting tomorrow.

Neville is confident in a fight, so probably a decent warrior. He and she seem like nice people.

The dinner turns into drinking and late into the night discussion.

That evening everyone's sleep is disturbed by a *fireball*. Sindawe and Serpent rush to investigate to find that Samaritha spotted Naughty Vines creeping from the jungle's edge and threw a *fireball* at them. She reports that the vines withdrew but are approaching again slowly.

Serpent goes back to get his armor. Sindawe orders nervous guards to stop shooting into the darkness. Samaritha puts a *light* spell on a rock and throws it at the vines' location to show that there are indeed vines out there.

By the time Serpent returns one vine has withdrawn into the jungle but the other remains interested in the camp. Serpent and Sindawe agree on a "kill vines until we get to the root ball" plan. The vines lie in wait, Sindawe charges toward the root ball, dodging vines and hacks at the root ball. Serpent follows a split second later, swinging his axe. The creature dies.

They agree to pursue the second retreating Naughty Vine. Serpent uses scent and low-light vision to track it. Wogan joins them. Soon enough they find it wrapped around a tree. Sindawe rushes in to attack the root ball. He narrowly dodges a thrown spear as he hacks at the plant. Serpent announces, "Cyclops at 2 o'clock!" He rushes the plant and finishes it off with his axe.

Wogan pulls out his short musket, sights, and blasts the cyclops with a lead bullet. Sindawe notes two more cyclops flanking them and them out to his companions. Serpent says, "Thank you!" as he charges the first cyclops who grabs up another spear. They exchange blows with Serpent yelling out, "They are using poison on the spears!"

Wogan blasts one flanking cyclops with his *mace of terror*, sending it running into the night. Sindawe joins Serpent's fight, punching the cyclops with a stunning fist; it bruises but does

not stun. Serpent hacks at it with his ax (40pts), while dodging multiple spear thrusts. Sindawe's flurry of blows ends the cyclops.

The last cyclops charges Wogan and stabs him with his spear. Wogan responds with "lightning lord" and blasts it back (17pts). Serpent endures the poison as he rushes toward Wogan's melee. Wogan realizes he is pinned by the cyclops' spear, then notices the cyclops is *basted*. The cyclops runs into the jungle with a vine tied at his belt; the other end is tied to the spear impaling Wogan. Wogan activates his *boots of escape*, teleporting off the spear and closer to Serpent.

Serpent and Sindawe join Wogan at his position, placing themselves between him and the cyclops. The cyclops, realizing his vine no longer has prey hanging on it, comes running back. His spear stabs Sindawe (28pts). Wogan heals everyone with a *healing burst* (24pts). Sindawe closes with the cyclops, avoiding the attack of opportunity, and punches it. Serpent follows him in, swinging his axe (30pts).

The cyclops stabs at both of them, hitting only Sindawe (25pts plus poison). Serpent and Sindawe end the creature with an obscene amount of damage. Sindawe fights off the poison, then cuts off the creature's genitals and shoves them into the severed head's mouth. He repeats this with the other cyclops.

Wogan and Serpent search the corpses for magic and valuables. The last cyclops killed looked like he was swinging a magic long spear with obsidian head. But closer examination reveals that the magic came from the cyclops himself. Someone pronounces, "What an asshole! He's like one of those old school drow with the magic items that don't work for others."

Wogan opens a canvas covered bucket found on the cyclops's belt. A ruby light flies out and away toward the cyclops campsite. Wogan determines that the bucket is magic but can't figure it out. He announces, "Samaritha will have to look at it."

The searching the second cyclops nets an obsidian flask that is magic or contains a magic fluid. Serpent opens it and swings it. It is an *elixir of fiery breath*. Sindawe cuts this one's genitals off and shoves them into the cyclops' mouth. Wogan finds a crystal skull (skull sized) on this cyclops too; it is not magical but it is cool. The bag with the skull also contains five *Albatross* sailor caps.

They head back to the ship and camp. The campers are concerned for them and happy to see them return. Sindawe announces, "We killed the plants and several cyclops." The crystal skull is met with much enthusiasm. The caps are returned to the *Albatross* survivors.

Wogan heals his wounded buddies, then asks Samaritha to examine his magic bucket. She opens it and ball of lime-colored light flies quickly northeast. She doesn't know what it is doing, but decides it is a daily effect.

The Next Morning

The group discuss operations to find the *Albatross*' captain and determine his situation. They decide to move closer to the cyclops camp before casting their spells: Wogan's *scrying* to see into the structure where they are hiding, Samaritha's *whispering wind* to talk to them one way, and Serpent's *animal messenger* for a second round of communication.

They leave a little after dawn prayers and arrive at the camp before noon. Serpent recommends hiding behind a small hill, topped with jungle. Serpent sends in his animal messenger to carry a message that they will be scryed upon soon: “Carlyle and allies are working on a rescue. We will hear and see you; speak or write your situation.”

A toucan flies in with the message. Wogan finishes his *scry* casting. He looks down a dark hole. He finds the Lt Commander Trey Perrin, a fortyish old man, lying on a stretcher. There are five other Albatross crewmen with him. All are haggard and wounded.

The ruins they are hiding in offers a location that the cyclops cannot enter into. There is a huge hole in the north and west walls. Running out and away means running a long distance through the camp, given a long chasm. The western exit faces the sea cliff top.

Serpent offers flying them out with *air walk* or giving them *water breathing* to jump off the cliff.

They come up with a plan:

- Use a second animal messenger to convey the plan.
- Carlyle and Jacinth will run back to the beach to warn everyone and organize the defenses.
- Samaritha and Sindawe will fly go north of the camp, where they will make the hilltop, detonate a powder charge to attract attention, then create an illusory *wall of fire* and salamanders in the distance.
- Samaritha and Sindawe escape via *flight* spells.

- Wogan and Serpent will approach the trapped *Albatross* crew. Wogan will be flying, Serpent will have an *air walk*. Serpent will carry the entire crew out in a *folding boat* thanks to *ant haul*. They escape via flight, plus an *eversmoking bottle* for cover.

Samaritha and Sindawe encounter a vulture like horned bird on their flight to the north. It shrieks and it dives past Sindawe, leaving him coated in an orange powder. Sindawe makes two constitution saves from that pass and a second before they clear its territory.

They fly out of its territory and continue north. They spot some cyclops clearing brush, one on patrol, and an herbivore dinosaur munching on grass. Sindawe detonates the powder charge and Samaritha produces a *major image* of roaring salamanders and a wall of fire. The cyclops respond by howling and snatching up long spears.

On the south end of the camp, Serpent and Wogan use their flight spells to approach the camp from below the cliff face. This goes well and quietly. They wait for the detonation signal. Serpent flies forward to the ruin. Wogan looks down upon hearing a slurping noise to see Head Sick the nereid emerge from the muddy water in all her naked glory. He blinks and tries to look away, is unsuccessful, then fights harder still to ignore his want of her.

The cyclops leader emerges, looks at the salamanders, and dons various battle spells.

Serpent hops onto the cliff and runs for the building. He yells into the building for the *Albatross* sailors to come out. He deploys the boat as the sailors begin crawling, pulling, and pushing the Lt Commander's stretcher out. They begin filling the boat as Serpent holds one end of the craft across his back.

Wogan refuses to fly down to certain death with Head Sick, who re-doubles her efforts to lure him down to her by fondling her genitalia. He equivocates.

Samaritha and Sindawe remain hidden in the jungle line, watching as the first group of cyclops close with the wall of fiery salamanders. The *Albatross* sailors continue piling slowly into Serpent's boat. He whispers to them to hurry up. He notices Wogan is missing.

The leader cyclops leads a second line of cyclops into the fiery salamanders, hacking, slashing, and grunting!

Wogan watches Head Sick spit a great gout of water at him. It burns his eyes and skin. It also busts the fascination that she had over him. He flies to Serpent's side, warning him, "Head Sick is below!"

The cyclops warriors are aware something is amiss, so begin poking experimentally at the fiery salamanders. Meanwhile, their leader loses his sense as he rages against the illusion!

Serpent watches crewmen number four climb into the boat, as another worms his way out of the building. Wogan whispers, "Hurry up!"

Samaritha whispers, "Do we want this to go out with a bang!" Sindawe agrees, then watches the salamanders wash over the cyclops ranks, setting fires! Several cyclops stop, drop and roll as they believe they are burning. The other cyclops no longer believe the illusion.

Samaritha and Sindawe fly away.

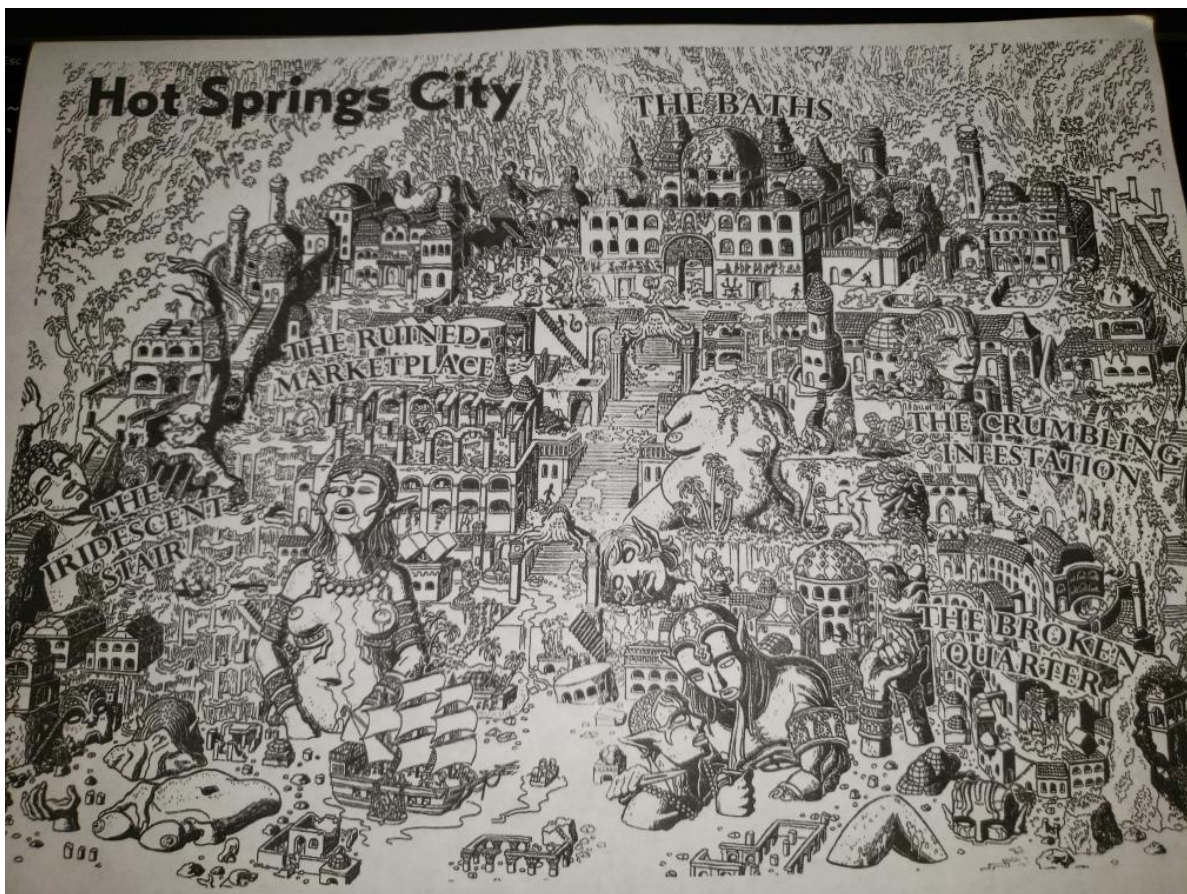
The last crewmen finally climb aboard as a water elemental explodes out of the chasm! Serpent, using *air walk*, runs out toward the sea with the folding boat over his shoulders. It carries the six *Albatross* crewmen. Wogan follows him via a *fly* spell.

The cyclops realize that it was all an illusion. They turn back to the camp to see the escaping and flying humans. Serpent continues heading out to sea to better avoid the cyclops' spears and prevent them from following.

Everyone regroups at the ship by 6:00 PM. Dusk is coming!

There is excitement in the camp even before they return with the *Albatross* survivors because the *Albatross* marine patrol has returned. Some are wounded, some are very wounded.

Jacynth's Map of Hot Springs City



A Field Guide To Hot Springs Island

- Foot long bugs that spit a poisonous cloud. Unnamed.



- Flap-a-corn – a vulture like bird with a single horn on its head. It leaves an orange dust coating on creatures it flies past; effect is currently unknown.

