

REAYERS ON THE SEAS OF FATE - SESSION SUMMARY 07/31/2022

TODAY'S EPISODE: TOO MANY CYCLOPES

Our heroes aboard the 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. The pirate camp is slightly larger with some rescued teleportees and surviving crew from the *Albatross*.

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 II

Our heroes Sindawe, Wogan, and Serpent do a new head count:

Rescued:

- Several dozen *Albatross* crewmen, sailors, some marines, several officers and their captain, Lt Commander Trey Perrin. Some are sick and/or shell shocked. And even a dozen *Albatross* marines sent south in boats a week ago, returned only slightly worse for the wear.

- Claire arrived on the island via a teleportation accident with her companion Neville. She is a sorceress with a lighting wand and he is a warrior with a magical, burning spear.

Other Notables:

- 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 adds, “He has no tongue! He cannot talk!”

Returning Heroes

Wogan, Serpent, Sindawe, and Samaritha return from the cyclops camp with Captain Perrin and his 4-5 officers. They are escorted to the makeshift infirmary, where the recently returned marines of the longboat patrol are waiting for someone to attend their comrade’s belly wound. Wogan and Serpent go to work on the wounded marine, bringing him to stability and reduced pain. Lt. Cmdr. Perrin is examined and found to have typhoid (lots of constitution and strength damage, plus fever, delirium, and the shakes). A *cure disease* removes the disease and a *lesser restoration* recovers some constitution.

Sindawe interrogates the longboat patrol marines. There are three of them, with ripped and soiled uniforms, and physical conditions that show the wear and tear of their patrol. Harp, Harvard, and Indio. Sindawe asks them, “What happened out there?” Harvard replies with a crisp sitrep:

“We went south with a dozen of us including Lt Vargus. And Unger, who’s in the infirmary.

We landed the boat on another beach when we stopped a white stone structure inland. Sgt. Verrick spotted a ruined marketplace in a different direction, so he took half of us with him. The rest of us went with the Lieutenant.

Our party arrived at a mansion, some went inside and some of us further up the road.

Those of us who went further up the road, finding a courtyard with mutated plants. Including sunlight flowers, snapping grass, and copper metal flowers.

We heard shouts and ran back. A giant snake was threatening Unger; it had my face. We dealt with that snake, regrouped and found others being attacked by a lizard man party - they had writhing/bubbling tattoos. More fighting, we won but only after Unger got stabbed by a spear.

Our retreat to the longboat was cut off by fire and more lizardmen. So, we left on foot. We collapsed in a nearby glade of pine trees and white cut stone. We also found honey draining off the trees. Unger got worse and he told me, "Bees! Mimic!"

The bees mimicked my form and actions, eagerly, then led me to their honeycombs and then a clean water source. When I returned to Unger, he was covered in bees that healed some of wounds before they left.

The next morning, we made for the longboat again where we found Indio and Harp.

It took longer to travel the six miles back."

Sindawe asks Harp, a muscular woman, probably an alcoholic, to report. Her replies are terse and she avoids eye contact. She provides the same version of events as Harvard. She adds that the Lieutenant was killed by the lizard men.

He reports the questioning with Indio. He is wounded and worn. He talks in a pidgin criminal language that Sindawe cannot understand, so Mitabu is brought in to translate. Indio is a new marine recruited from the Salty Dogs, he is in it for the thrill and party. He calls regular marines "100 percenters".

“The Lieutenant was stupid for splitting the group, but I stuck with Sgt. Verrick. We started to dig in some rubble. Tomlin and I found a chimney to an underground room. When we came out someone had set fire to the ruins, animals were whooping, and lizard men were attacking. Tomlin and I retreated back down the chimney. We snuck out another way, and dodged some spears while retreating. It was around dusk, a shadow stepped out of the darkness but left us behind. We huddled and spotted more moving shadows. The shadows kept track of us, following. Tomlin lost his nerve, so I lit a torch and stuck in a shadow which shattered. We ran away then. More shadows came after us, one got Tomlin with slashing “shadows”.

We made it to a building that Harvard had marked “safe”. So, we bunkered up there. Tomlin bandages up and dug in further back in the building. Found some wealth. We take turns guarding with the other sleeping. Tomlin wakes me up talking to himself. I followed and found him talking to a snake with my face. The snake took him, by swallowing him whole. It paralyzed me for a minute, then I ran.

I ran into another shadow, but luckily I had a torch and oil which I drove it off with. I made it back to the boats. I flipped one over and hid under it. And the next morning, Harvard and Unger found me. Harvard went back and came back with Harper.”

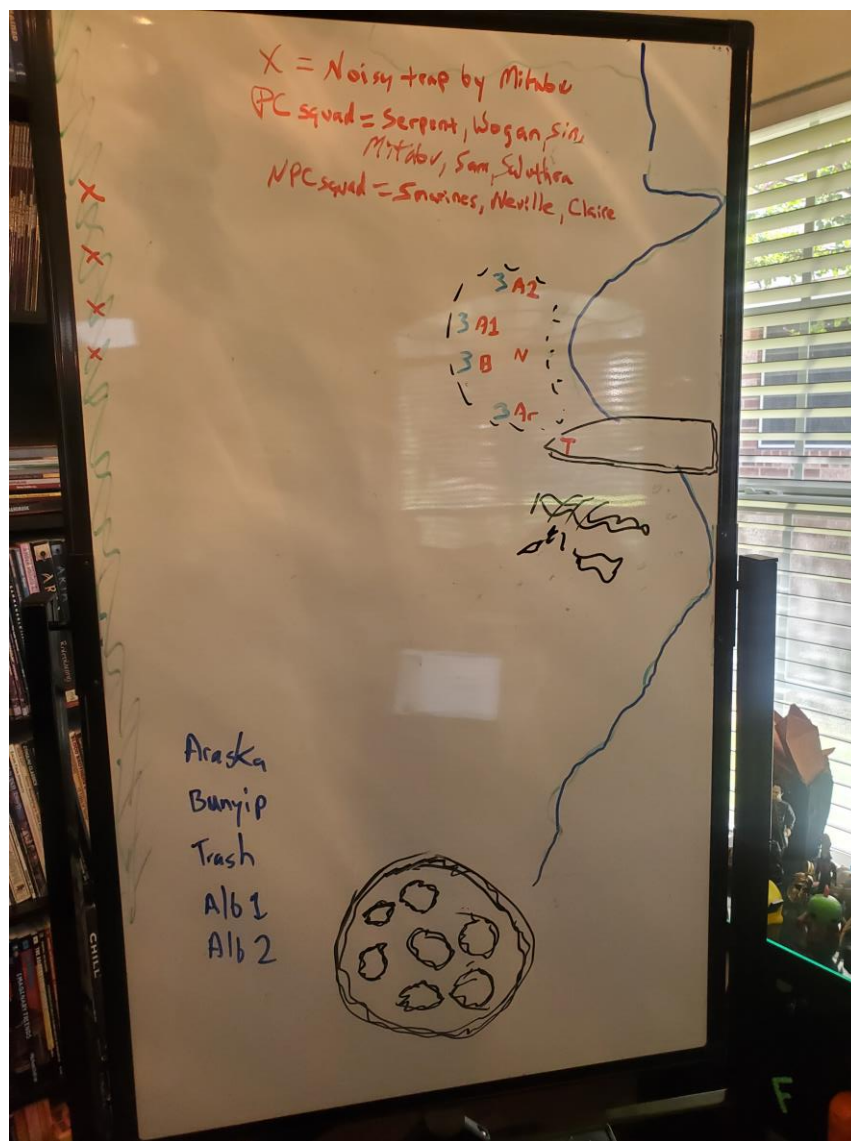
1st Mate Jarvis finds Sindawe and tells him, “The Lieutenant Commander told me to put us under your command.” Sindawe delegates them to Tommy Blacktoes.

Neville volunteers to help as well. Sindawe puts him in charge of guarding Claire.

Waiting for the Cyclops Attack

Sindawe, Wogan, and Serpent decide to organize the camp's defenses for tonight in anticipation of a night attack by the cyclops.

- Women are to hide their womanly features (this causes a stir, some jokes, a stabbing, and more of a stir)
- Civilians, wounded, and weak sailors are put on top of the ship's hull. This includes several with dark vision, who are armed with spy glasses and told to keep scanning the beach and tree line. They are armed with melee weapons and crossbows.
- Mitabu sets traps along the tree line that are designed to injure and make lots of noise.
- A perimeter is laid out with ship's debris and crates.
- Murder guns are laid out in batteries of three facing the tree line.
- A fighting fire-brigade is organized of five marines armed with rifles, Neville, and Claire. They are tasked with attacking any cyclops that gets into or at the camp.
- The remaining crewmen are divided into four squads to man the murder guns. They are told to have half of the team on duty and the other half sleeping/resting.
- Sindawe, Serpent, Wogan, Samaritha, Saluthra, and Mitabu make up the roving squad. They will do as needed tonight.



That night the civilians on the ship shout warning, “Bugs!”

Giant flying insects strafe the civilians spraying them with a fine powder that itches, reducing Olgvik and Melella to panicked scratching. Both wasps are cut down by crossbow and musket fire.

More insects of grapefruit size, capable of hopping flight, attack the civilians on the ship. Crossbow fire and Sindawe take out several. The scarabs attack mostly Olgvik and Melelle. Wogan and Serpent end several more.

More insects die. Serpent and Sindawe pull bugs out of Melella, who they were stabbing with proboscises. The last bugs die.

Olgvik and Melella are bathed in the ocean to wash off the fine dust. They immediately feel better and much less itchy.

Things return to normal after the bug incident. Until...

A clanging and crash is heard. Mitabu announces, "That's number three." Sindawe looks at the trap map carved into a crate lid.

The aasimars on spyglass duty call down to Sindawe, "We see movement on the treeline!"

He asks, "And?"

Volcatia answers back, "Not sure. I just see... movement."

Serpent leads Mitabu and Tommy Blacktoes forward to investigate, they edge out of the light from the everburning torches, then begin sneaking forward. They see a darkness edging out of the jungle, so Serpent responds with an *entanglement*.

Wogan casts *dispel magic* on the darkness, removing the covering darkness from a pair of cyclopes. He notes with great calm that spheres of darkness remain to the north and south of that position. He barks, "Hold!"

The darkness spheres advance suddenly, as if someone were throwing a stone covered in darkness forward. Serpent notes that he can hear that the *entanglement* is slowing down someone.

Sindawe uses the *bat of disguise* to look like Jessica Rabbit, in an attempt to lure the cyclopes out of the darkness with lust.

Wogan measures the darkness cloud as 100' wide.

Sindawe orders the firing line to displace to the camp's eastern wall, right next to the surf. They haul the murder guns to that position and start setting up.

Three cyclopes explode out of the darkness sphere, rush forward 30', and throw longspear with vine ropes tied to them. Wogan is hit (28pts), yet manages to avoid poisoning and being dragged off by the huge harpoon.

Serpent's *thorny entanglement* injures the cyclopes. They grunt in pain.

Three cyclopes sprint out from the north edge of the darkness sphere. They charge forward and close with the western edge of the camp wall. Sindawe rushes the lead cyclops and punches it hard (12pts). Serpent joins Sindawe and critically hits the lead cyclops (delayed wound – bleed damage equal to normal damage); he delivers 40pts of axe swinging damage. That cyclops shows Serpent and Sindawe no mercy; his obsidian long spear strikes each of them. Serpent takes 39pts and Sindawe takes 37pts and is poisoned. Another cyclops grapples Sindawe, who still looks like Jessica Rabbit, and fails. The third cyclops thrusts a spear at Serpent, missing. The cyclops leader in this trio sprays 43 pts of blood from his axe wound, then Sindawe ends his life with repeated kicks to the eye. Serpent turns his attention to the grappling cyclops, cutting it with his axe, slamming it with his shield, and gouging its flesh with his bites (48pts). A swivel gun puts a bullet in its flesh (17pts). Hatshepsut (disguised as Tracy Ullman disguised as a male taxi driver) rushes into the fray and Serpent strikes the heavily wound cyclops (12pts plus 3 bleed). The two cyclopes stab madly about with their spears. Sindawe (56pts) and Serpent (60pts) end its life.

Wogan climbs aboard the beached *Chainbreaker*. He pulls out his rifled musket and orders, "Fire!" to the swivel gun crews.

The three cyclops harpoon throwers retreat into the darkness. They are replaced by two new harpoon throwers. They miss.

The cyclops leader strides forth from the darkness, followed by another cyclops adorned with bones. That one casts a boosting spell on the leader. Mitabu throws bomb into their midst (28pts). The cyclops leader seems unimpressed. Wogan hits them with a *fireball* (23pts) from his magical Rain Tiger gem. Samaritha does the same from her own arcane abilities (25pts). The scent of cooked cyclops flesh wafts over the camp. Claire (disguised as Eddy Murphy from Raw) and Neville lead their five marines to the southwest edge of the camp wall, then they open fire with rifles (17pts). Claire adds her *wand of lightning* to the volley (31pts). Crossbow bolts also pepper the duo. The cyclops leader gestures and a pair of obsidian chains shoot out at Wogan, which trip and entangle him (plus 5pts). He also charges Mitabu and hits him with an obsidian-headed falchion (38pts). Luckily, Mitabu cannot be poisoned. The bone laden cyclops cleric follows his leader and breaks another bone, healing some of his wounds.

Mitabu retreats, leaving the beached ship's deck slick with his blood. Wogan uses his *boots of escape* to remove himself from the obsidian chain grapple. The cyclops chieftain takes a murder gun bullet to the chest (16pts).

The two cyclopes with harpoons run into the largely empty camp, followed by the three harpoon cyclopes from earlier. Murder guns fire at them making little impact. Yet, the *Albatross* gun crews pull melee weapons and swarm the closest cyclops (18pts).

Neville casts *spiritual weapon* and a ghostly long sword hews at the chieftain. Claire casts a spell too. Their marines fire at the closest cyclops.

The cyclops harpooners spear the many sailors and pirates around them, resulting in two dead and two wounded.

The last cyclops surrounded by Sindawe, Serpent, and Hatshepsut flails about landing a blow on Hatshepsut (10pts, feared), but not before her serpent strikes take 30pts from him. Sindawe piles on 35pts more. Serpent nibbles at him (18pts), dropping the massive creature half in and out of the camp.

Tommy poisons his already poisoned dagger of venom, then sneaks up on the chieftain's assistant cleric. His dagger finds that cyclops' enormous thigh – the death attack and the first poison do not proc. The second poison and 26pts of backstab damage do harm the cleric. The chieftain notices this and hits Tommy with his massive falchion and misses (thanks to Fate Twists from his foul patron)! But Nocticula does not block the second falchion swing (39pts, no poison).

Mitabu tosses a bomb after that melee that burns the cyclops cleric. Wogan throws a *healing burst* (14pts), healing many folks onboard the ship. Samaritha pulls a scroll and casts *lightning bolt* from it, hitting two of the very tall cyclops in melee inside the pirate camp (20pts and 10pts).

The two *Albatross* crew units concentrate on one cyclops (26pts). A pirate unit of double short sword men hew at another cyclops (critical hit for pinned arm, 38pts). The other pirate units stab and club bravely. The *Albatross* marines pull rapiers and attack! Claire gestures at the cyclops chieftain “arcanely” as Neville's *spiritual weapon* switches to the cyclops cleric.

The cyclops warriors add more dead sailors to the list, but the sailors press on. Hatshepsut (no longer feared) and Sindawe rush the closest living cyclops (19pts and stunned), allowing Serpent to flank – he delivers 43pts!

The chieftain calls a retreat! He and his cleric pull away from the camp. Tommy retreats while Mitabu throws bombs after them – which splash on a stone wall summoned instantly by the cyclops chieftain.

Wogan drops heavily to the beach and runs into the pirate camp, then pushes a burst of positive energy into his comrades (28pts). Samaritha's *scorching ray* burns a cyclops (21pts). The sailors cut down a badly wounded cyclops. A unit of *Albatross* sailors refuse to pursue the retreating cyclops, though they do reload their swivel gun. Hatshepsut, Sindawe, and Serpent pursue a fleeing cyclops, slowly whittling away his flesh and blood, stunning him too. The chieftain and cleric make good their escape into the *darkness* sphere. Mitabu pulls pistols and fires at the fleeing cyclopes (10pts). Wogan heals more wounded with positive energy bursts. Samaritha's *magic missiles* pummel the stunned cyclops.

A retreating cyclops harpoons Mitabu (26pts), then runs away dragging him off the boat and into the darkness sphere until Sindawe cuts the vine with his temple sword. Hatshepsut kills the stunned cyclops.

The living cyclops are gone. The able-bodied pirates and sailors begin battlefield clean-up: wounded, reloading, and such. Wogan goes to work on the heavily wounded: Tasty Mike and Olgvik are saved, but Phamas Harcey and Billy Breadbasket die.

Claire does some strange magical thing as Wogan fails to save Billy and Billy returns to life!