

Reavers on the Seas of Fate - Session Summary 05/28/2017

Today's Episode: Eleder

Our heroes and ship sailed south from Bloodcove in search of Elias Tammerhawk and the bounty for his capture, a Shark Cult and ex-wife that killed the Black Dog the pirate, general pirating of the high seas, and other adventures and storylines. Acting on intelligence supplied by the Aspis Consortium our heroes are able to intercept the *Boastful Shaman*, take its cargo (minus a princely bed intended for Port Shaw's governor), and send its heavily dominated Captain Alvingham off. The pirates continued their cruise for shakeout and alibi purposes, when they happened upon a ship impaled upon an undersea mountaintop. Aboard they found the captain calmly awaiting rescue and revenge upon the aliens that had murdered his crew. Down below our heroes found those aliens and dealt with them all permanently... and even brought some treasure back before the alien's vessel self-destructed. Now they are heading for port:

Our 8th 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).
- ✦ **Mitabu**, a trap-loving Mwangi rogue.

Aboard the Chainbreaker

The crew grows increasingly “upset” as Serpent's question makes its way through the ranks, “Hey, Dondrel. Can you taxidermy this sea captain's arm for me? It has a curious black spot on it.”

The crew considers the curse of the black spot (but not necessarily the severed arm) to be bad luck. And it is the worst bad luck around because it is backed by generations of superstitious sailors and the oral traditions. Serpent agrees to destroy the arm, so it is shot out a cannon. The crew is properly relieved by this, enjoys a rum ration, then returns to the business at hand – sailing to Eleder, the capital of Sargava.

They arrive at Eleder several days later. It is a city with high, stone walls surrounded by lots of jungle. Lights twinkle in the early evening skies from the city's walls and many structures.



The officers issues orders to raise the flag of Magnimar, adjust sails, and stow away the most incriminating equipment aboard. Then they turn to getting their paperwork and stories ready. The harbormaster's staff ushers the vessel to a granite pier for a going over by a dour custom's official. Sindawe introduces Wogan as “a Nidalese noble whose sister is a Baroness”, their vessel's mission as “treasure hunting” with some light merchant work thrown in, and their home port is Magnimar.

The custom's official reads a warning from Eleder's Lady Madrona Daugustana, which is long and wordy and can be summed up as, “behave and do not stir up the locals.” Luckily, this official seems satisfied by their paperwork and cover story; they are directed to a different series of granite docks along with a 100 gp fee to cover entry, docking fees, etc...

They dock, then the quartermaster starts marking loot for sale, distribution to the crew, or re-purposed for the ship.:

- olive oil (75gp per 5 gallon), metal goods (merchants), armor (good uniform armor for municipal dragons) – keep to maintain their cover.

- five bottle of Virathera 75 (good wine + four cure light wounds in a bottle) – three go to ship's officers and the rest are kept for bribing locals.
- Silk hankerchiefs (Captain Riggs) – given to the crew
- alien tech (multiple pieces of spy bots) – sold for 400gp
- jade deadite spikes (3) - sold, 150gp per
- alien coins (magadiite, 30 pieces) – sold to a miner for 2gp apiece
- Techno staff – 100 gp
- giant control gem – 5000 gp
- shiny stuff from alien work room – sold for 400gp
- 5000gp in gold bars from Captain Riggs' (dead) ship – split amongst the crew using loot rules.
- 278.4 gp for those in the Yellow Cult adventure
- 1084 gp for those that went into the alien vessel
- 82 gp for the crew for the gold bars, 120 gp Wogan/Serpent, and 160 gp for Sindawe.

The crew shares are paid out in small amounts spaced out over several weeks to ensure that the crew reappear (more or less) for their shifts guarding and maintaining the ship.

Into the City

They don their “going ashore clothes” the next morning and venture into the city. Mandohu, the lizard man with a hat of disguise, is assigned to accompany Wogan. Melella (a Magnimarian) is assigned to accompany Sindawe so he will know something about Magnimar. They are off to buy a *chime of opening* and talk to their Aspis Consortium contact in Eleder for more piracy work.

Their travel out of the harbor proper and into the city of 10,000. The air is hot. The city's high walls run into its interior, splitting it into districts. Many of the local residents are rich; they wear high fashion including wigs, make-up, silks and so on. All of the districts contain representatives of the

eight Mwangi tribes. They are large in number: some are slaves, some are garbed as they would be found anywhere else on the continent, and others wear Chelaxian garb.

They pass many trading house buildings, taking note of the jewel market. This two block long market is heavily guarded by city and private guards – business is bustling. An ivory cross emblem is common amongst the guards. Another heavily guarded location is a smelting operation.

They arrive at the Aspis Consortium compound in Eleder where they hand over their papers of introduction, then are taken to meet an agent named Opeus. They briefly discuss the Boastful Shaman's cargo, then move forward to new business:

Opeus asks, “How do you feel about Salvagers? They are a class of people who dive for valuables on the sea floor, along the coast, etc... for ship wrecks. Few dare this trade further north, below the Eye, where there is a large underwater nation. Some of the salvagers deserve to be a taught a lesson for getting in our way.”

Sindawe says, “Kill or rob kind of lesson?”

Opeus replies, “We have a saying here in Eleder, 'Lives are fleeting, but gold is forever.'”

Sindawe translates this as, “I don't care as long as it costs them money.” He nods, “Who and where?”

Opeus, “Well, first I need some buy-in from you.” Serpent and Opeus haggle and arrive at 10% of the *Boastful Shaman's* take. This also leads to discussion about getting more timely information on likely targets.

Opeus continues with the mission, “The *Reef Rider* is your target. The vessel is not heavily armed but it does have magic using types aboard to allow for underwater exploration. They have recently taken to hiring Ivory Cross mercenaries so I suspect they understand they have crossed us. These are the same mercenaries that are looking to get a contract guarding the entire city. They are salvaging at the Whore's Fingers.”

Opeus also recommends the Sargava Club for acquiring adventuring gear, including chimes of opening. He names the Temple of Abadar as a location for Wogan who is seeking healing devices, plus the larger temples to Gozreh, Iomedae, and Aroden.

The Sargava Club

The Sargava Club is a two story establishment owned by a Briga, a female half-orc. Upon their demand for drink she serves them mupute, a local alcohol made from pineapple and sugar. Upon their demand for adventurers and stuff, she takes them upstairs where a large variety of locals and foreigners sit; they are evenly split drinking beer and mupute. And upon hearing they want to buy stuff, she takes them back downstairs to her pawn shop. The ground level is a pawn shop; the upper level is a tavern.

Orders are placed to find a mithral breastplate and chimes of opening and something that makes water. Sindawe purchases *goggles of night*. Serpent purchases an adamantite rapier. Sindawe purchases a good map from Briga for the Whore's Fingers; the map was created by a scavenger who had fallen on hard times.

They retire upstairs for a fish dinner and more drinks. Mandohu enjoys the fish, but does not dive immediately into the alcohol as his people had no such thing. Of course, they are only able to learn that much thanks to Wogan's *comprehend languages*.

Wogan asks about the fish people nation – they live in Desperation Bay and are very angry. They have tridents, sharks, and attack surface vessels. Melella discusses child rearing with Serpent. Sindawe asks Briga about her level of attraction to Wogan, curious about the heavy cleric's female fans... he is shocked to find that Wogan is an attractive man.

Later that evening a couple of hooded and cloaked individuals order a table. Briga sits with them for a whispered conversation. She returns to the pirate's table with an offer.

Briga says, "I have some friends of friends who have need of a ship. Interested?"

Sindawe replies, "Sure."

Briga puts a room key on the table, “Wait a bit, then go meet the clients in that room.” She leaves the table.

Sindawe ingests an alchemist’s kindness to remove his drunkenness and waits. Some minutes later they go to the room with the key left by Briga.

They enter a large suite already occupied by the hooded men from earlier – a man and woman.

“We are the Tolcrist (local nobles), Kurt and Lady Tolcrist. I have need of a ship. Our daughter, Genevieve, is missing. She went sailing with Jacinth Deepwarder on her ship the *Dulcimer*. Jacinth returned – a killer whale attacked the ship near Dolental Island and only she survived. Her uncle is a Viscount. We will pay 3000 gp for Genevieve’s return – unmolested. They left two weeks ago and Jacinth returned three days ago. The attack took place about two days from here.”

They provide a letter of introduction so their new hirelings can talk to the Viscount and his niece. Then they take their leave requesting that the others wait a discrete amount of time before leaving.

They wait a short time then re-enter the tavern and enjoy the rest of their evening. They drink, eat, smoke and talk to the other bar patrons about local nobility. At some point other *Chainbreaker* crewmen show up and stir things up with a large table of halfings. The results of the evening are:

- “I have worked the waters around here for many year. I heard about the noble girls run in with the killer whale. Dolental Island used to have an elf fortress on it until the goddess Pele destroyed them. The water's around there are bad; experienced captains stay clear. The last ship lost out there was twenty years ago.”
- There's rumor that the elves had something out there – treasure, strange weapons, or even stuff belonging to Pele.
- Mandohu and Serpent also have run ins with the halfling table.

- Melella flirts then hits on Serpent. He ignores her several times.

Deepwardens

The next morning they venture forth again. First stop is a Gozreh Temple for Wogan to purchase *cure light wounds wand*. He gets the wand from this very posh and elegant temple.

Then they are off to the Deepwardens' home; they pass the time during the walk by discussing what a viscount is versus a count, and isn't this place a barony?

They wait at a cafe while a messenger carries their introduction to the Deepwardens' home. The messenger returns with an invitation to meet the viscount at the Adventurer's Club, a place for the elite of the high rent district. Their audience is in a private suite on the third floor; they are lead there by a well-dressed servant. Several Ivory Cross mercenaries stand guard outside. They are forced to leave their "large" weapons outside.

Inside the room is Jacinth: a well-dressed noble woman, probably half-elf, seated and drinking wine. And the looming viscount. She glances nervously at her uncle. He nods.

"I am here to answer your questions to help the Tolcristis."

"Two weeks ago, my friends and I set out for science and knowledge – researching the ancient civilization. Near Dolenta island, a monstrous whale attacked the ship, destroying it. Everyone went overboard and swam for the island. As we swam closer and made the beach, maybe a dozen humanoids on the beach leapt into the surf and attacked us. They appeared feral. I fell unconscious. When I awoke, it was dark. I found a piece of drift wood and swam into the shipping lanes.

She supplies the names of the other passengers: Genevieve, Maximillian Sidrow, and five other names.

"The humanoids were naked and clearly not normal natives. They were tanned. I think they swam. They had clubs."

“Who else knew you were going? Did the viscount know?” (The viscount shifts in an angry manner).

“No one knew we were going, because some (she looks at the viscount) thought it dangerous.”

“How were you prepared?”

“Several days worth of food and clothing.”

“What were you going to do there?”

“Research and explore for science and knowledge...” This doesn’t sound altogether convincing.

“What did you use for charts?”

“I took some out of our library.”

“Who did you have for crew?”

“Several of the boys could sail, and Joshua was quite skilled.”

“Tell us more about the Dulcimer.”

“It is a 30' yacht with one lateen sail. Crew of 3.

The monstrous whale attacked at late evening as we were in sight of the island. He smashed the ship, the hull gave way, and it sank. It was a killer whale, but not the species killer whale. It might have eaten one of our boys.”

Sindawe asks for religious beliefs for corpse identification.

Wogan asks for identifying garments and characteristics so the corpses can be identified.

Jacynth is tanned but lacks injuries and signs of exposure so it seems that she has been healed magically, though her blonde hair is sun damaged.

Afterwards they talk and decide: Jacinth was guarded with her words because her uncle the viscount was in the room, Jacinth is concerned about her friends, and the “for science and knowledge” seems weak. They return to the ship to await for some more crew to return before sailing for Dulcimer ship wreck.

Melella is assigned by Sindawe to wait at the Sargava Club to wait for word from Jacinth. She is talking to Jacinth Deepwarden when Serpent arrives with Mitabu in tow.

Jacinth tells Serpent, “I want to join you and rescue my friends.”

Serpent asks, “Can you fight?”

Jacinth, “No. But I am smart. I didn't want to say in front of my uncle, but I drank a *potion of invisibility* and escaped.”

Serpent, “We don't entirely trust you. ‘Science and Knowledge?’”

Jacinth replies, “Lately, I have grown interested in my ancestry. I found papers that indicated my parents might have come from that island. Elf blood is considered unsavory around here. And I don't want my uncle to know.”

Serpent agrees, “Fine. You can come; I'll put in a good word for you with the captain.”

Serpent buys the *chime of opening*.

Immediate tasks:

- Shake out run continues for Chainbreaker
- Sell Boastful Shaman's cargo, not at Port Shaw or Eleder.
- Send word to Aspis Consortium.
- A pair of Mwangi slaves are found in Alvingham's quarters. They (Chidike and Kunto) are freed and brought aboard the Chainbreaker. The sixteen-year olds are eager for a new life of piracy.
- New home for Rucia

Weird Stuff from last game session:

- Rucia and not Crazy Jake was taken captive by the cult.
- Serpent and Samaritha have twin sons instead of a son and an egg.
- Mandohu appears to be a lizard man to Serpent (instead of a flying gorilla) but again his companions see only the hat of disguise guise of Mandohu.
- The cold locker appears to be a hellscape to Serpent.
- The eight-pointed star is missing.
- Their chaos stone menhir chunks are missing.
- Wogan moves to Rucia's side and unties her. She disappears for a split second then Wogan's invisibility purge brings her back into sight.
- Narava, the blue skinned and dark eyed man, works for his master Tammerhawk.

<http://pathfinderwiki.com/wiki/Eleder>

<http://pathfinderwiki.com/wiki/Senghor>

http://pathfinderwiki.com/mediawiki/images/a/a1/Inner_Sea_region_map.jpg

<http://www.mapsofgolarion.com> --- an interactive map!!!

Tasks while in the South

- Capture Tammerhawk or the Serpentfolk that impersonated him
- Shark Cult that done killed Black Dog the Pirate and made him a ghost
- More information on Senghor, Eleder, and Port Shaw
 - Intelligence on Senghor navy
- Hull wood from ships – see *NOTES section for details.*
 - *Boastful Shaman.* Captain Brock Alvingham. Hull wood. “If you leave us the bed we can tell Barrison Hargrove that it was natives in sloops that got us.” Dominated to believe all that and “Hire all new crew – one of yours sold you out.”
 - The Portion. A pirate lord's anti-pirate patrol vessel. We also have its ship's logs.
- Intelligence on all ships in harbor, including those going further south with cargoes rather than north bound “raw resources”.
- Keep Aspis Consortium “informed” and paid, so that new intelligence keeps coming.

Notes:

Aspis Consortium:

- “We have a large presence in Eleder but very little in Senghor. Senghor is a large city and trading hub whose leadership is made of a different ethnicity of Mwangi, the Caldaru; they look different. Anyway, their laws don't allow slavery and they turn back any ships with slaves aboard. And the Aspis Consortium doesn't do well there. They have a decent sized navy of several dozen ships and actively fight piracy in their waters (100 nautical miles out). Yet they allow known pirates to dock and trade there.

- On the shipping lanes. Traffic goes north and south. Traffic going south will be bound for Eleder, Senghor, or Port Shaw. Awaiting northbound traffic not going to Bloodcove would be key. Northbound traffic carries:
 - Port Shaw: whale oil, slaves, tobacco, spices, exotic fruits, ivory, other local natural resources (herbal medicines etc.)
 - Eleder: slaves, lumber, gold and gemstones, salt, sugar cane, hemp, ivory, other local natural resources
 - Senghor: the same but no slaves

Southbound traffic carries: tools, books, wheat, cotton, weapons, luxury goods. Port Shaw is on the frontier so less luxury goods and more useful stuff.

- Serpent, Wogan, Mitabu, and Sindawe woo an Aspis Consortium officer using Captain Esteban's letter of introduction.
- “We have agents in Senghor; they could provide information on specific vessels. But being an agent is expensive. Very expensive.”
- Wogan and the man begin haggling. Southbound traffic carrying finished goods, traveling alone and with light traffic. He tells them that the *Boastful Shaman* is leaving Senghor in three days’ time for Port Shaw. Captained by Brock Alvingham.
- Barrison Hargrove, governor of Port Shaw. Loves big beds.
- *Boastful Shaman*. Captain Brock Alvingham. Hull wood. “If you leave us the bed we can tell Barrison Hargrove that it was natives in sloops that got us.” “Hire all new crew – one of yours sold you out.”
- Equipment, loot and other items:
 - 4 plunder points of goods, retained for “we are merchants” cover story: olive oil (75gp per 5 gallon), metal goods (merchants), armor (good uniform armor for municipal dragoons) – keep to maintain their cover.

- 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.