

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 04/15/2018

TODAY'S EPISODE: DRINKING, WHORING, GAMBLING, AND BRAWLING

Our heroes and their vessel sailed into Port Shaw where they have embroiled themselves in uncovering a wereshark cult bent on a conspiracy of murder, infections, and a return to the dark age of shark cult rulership... well, no one is sure about their strategic goals but those goals are bound to suck for everyone else. 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).

Dock Side Visit

Sindawe, Serpent, and Wogan decide they are hungry after a long 24 hours of were-shark fighting, solving crimes, getting orphans adopted, etc... They decide on lunch at the Broken Skull, an institution mentioned in several of their rumors. It is located in the Bawd District, toward the city's center., a district known for its night life. The streets are narrow and dark, often only connected to primary avenues via even darker and narrower alleys.

At lunch time, there are fewer beggars, many business closed due to the early hour, etc... They stop to watch a skinny, tanned man charming a pair of long, black snakes. Another nearby entertainer gazes into a collection of gourds on his carpet, a mechanism for reading fortunes. The trio of pirates are beset by a huddle of beggars. Sindawe punches a beggar until all other beggars leave them be. A young man named Tanga declares himself to be a reliable guide. They accept this at face value and demand a restaurant for lunch where diarrhea will not be the result.

He leads them deeper into the district, past ale houses, houses of ill repute, drug dens, apartments, nice walled compounds, and the general chaos of its denizens going about their business. Dragoons keep the

peace by watching and doing little, including a halfling robbing an elder gnome openly on the street. Sindawe intervenes by kicking the halfling robber away. Olgum the gnome leaves with his wallet intact. He sobs and clings to Wogan a moment; the group invites him to lunch with them later. He begs off given a prior engagement, and scuttles off with Wogan's coin-purse (unbeknownst to them).

The trio arrive at the Cursed Spear with Tanga. It's a single story wooden building with a single stone wall. A currently closed brothel sits one side and the other is empty cobbler's shop. Inside they step over sleeping customers to order lunch from the inn keeper with a pair of knives in his belt. A dirty table is cleaned; ale, bitters, boiled eggs, roasted mushrooms, and hazelnut bread. The innkeeper throws Tanga a few coins for the business. Everyone digs in when the meal arrives.

They talk with the locals. Children are going missing around the docks; maybe cultists involved there. The old wizard, Zander Brim, wanders the Tide District at night casting spells on people.

Four New Friends

Four women of ill repute come in and join them after a few minutes, clearly lined up ahead of time by Tanga's business of "getting the customer what they want". Sindawe and Serpent attempt to redirect the "me sleep with you long time" dialogue into "let's play cards". The four women, dressed in robes and tunics, are Molly (youngster of the group, knows a guy, sits with Wogan), Ophelia (late twenties, clean, carefully dressed, potter's apprentice, dragoon tattoo on cheek, sits with Sindawe), Feather (tiny woman, floor length hair, card shark, hottest of the group, sits with Serpent), and Joy (30's with close cropped hair, generally left out). They join the crew in playing a game of golem (like poker, but the suits are clay, iron, flesh, and stone). Serpent even buys them drinks, which causes Sindawe and Wogan to discuss, "Oh, my god! What is going on with Serpent? He never spends money." Wogan discovers all his money is missing when the call to ante up comes and has to borrow money to get started. Molly asks him if "He'd like to make 14 gold the hard way," which he declines to the amusement of the other pirates. Feather cleans up on the gambling, mostly at Ophelia's expense and proves to be an excellent dealer. She takes up Serpent on his offer of cigars that he passes around and nimbly springs the cards from one hand to another, saying "place your bets!" around the stogie. Serpent is clearly taken with her, but

continues to bring up his wife every time she makes lewd suggestions to him. Wogan asks the significance of the Varisian tattoo that Molly and Joy share, but the only explanation is “it looked cool.”

The women prove to be entertaining even with their clothes on. Serpent wins big for a while, while Feather loses big. They play cards, flirt, eat, drink, and talk waiting for the promised mutton dish, which is still cooking.

The women are free agents, claiming they just have to pay protection to the dragoons. Everyone has to pay protection, whether it is legal or not sort of business. Dragoons are in charge. Street gangs runs some protection too. Businesses can be purchased but only with approval from the Lodge, which is the old tribes form of government adopted by colonists. Now rich people and important people are the Lodge members. Molly knows a guy whose ambitious and trying for Lodge membership. Sindawe asks for a meeting with that man and she promises to set it up. Wogan downs drink after drink without feeling it. The other pirates not so much.

Wogan is the big winner next hand, with Ophelia a close second. Sindawe tries one of the ladies drinks and learns theirs have been watered down. He starts drinking more conservatively. The fourth hour shows Molly to be the winner at Wogan’s expense. Mutton, boiled with artichokes, are brought out for an early dinner. The last hour of cards gives profit to Serpent and wipes out Wogan’s borrowed money (he’s down to a bunch of pebbles). They settle up with the innkeeper, Eherd, to the tune of 5gp (food and drinks for 8). Sindawe gives each of the ladies a gold coin for the entertainment... they squeal and hug him, leading him to understand that a gold coin is a lot of money for them.

Tanga takes them to the Broken Skull, which resides in a sub district set aside for “fighting”. A cacophony of shrieks and screams draws them in to watch a baboon fight in the street. Tanga says, “After dark the dragoons leave... then the noose races start.” Sindawe asks, “What’s that?” Tanga explains, “The racers have a noose around your neck. You run an obstacle course while watchers and other racers pull on your noose. One in five racers die. There are many worse ways to die here.”

A fiddle player besets the crowd who appreciates the fiddling. Then he departs with a small crowd in tow. Turns out fiddlers are a big deal in Port Shaw.

The Broken Skull

They arrive at the Broken Skull, a two block wide converted warehouse. A two story high skull is painted on the side; the front doors are the mouth. Tanga, a poor and black man, is not allowed inside. The fighting has not begun as they are waiting for sundown and the subsequent Dragoon departure from the district.

A pair of boys are scooping up bloody and puked saw dust and putting down fresh dust. There is a large cage for the matches, benches and nice tables for the rich. A big black board shows the fights and odds. Other employees are hard at work setting up.

A man approaches the pirates telling them, "We're closed; open at sundown." They demand a table which drives the man into frothing at the mouth, until a voice booms out, "Rabies, they can sit with me." They join a large, ripped, half-orc at a table named Belok. Introductions are made and more ale is ordered.

The rules of fighting in this establishment are: no spells, no weapons, no armor, just bare knuckles, no cheating, healing allowed between fights. Enter into the list and fight. The winner holds the Broken Skull belt and that's Ochiba currently. He showed up one day and won the belt; he's held it for several months now. Belok was the previous holder of the belt; he's lost twice to Ochiba. He's currently training and waiting for a sign to challenge Ochiba again. (Ochiba, lest you forget, is Sindawe's brother, who he has not seen since leaving Mwangi lands years before.)

The GM creates a fight card as the players announce an interest in betting: the betting stats are Win, Blood (how many blows until blood appears), and Rope (rounds until k.o.). Sindawe signs up for the fights with Rabies. Betting comes later in the night. Pairing up will be random for first timers until they prove themselves or prove entertaining or both.

Sindawe purchases "scoops" for the table. It an unidentified protein served in 'scoop' quantities; it is cheap and plentiful. Everyone eats their scoop with little relish but manage to hold it down.

No one earns purse money on their first two fights, but they can still bet. There are six new guys: Synder the off duty dragoon, Arris a muscular local Bonuwat guy, Callum the enforcer, Grendel the pirate, Artur a regular fight club guy, Dugan, and Grocius. Sindawe gets to pick his first two opponents and he goes with Synder for first round. Sindawe bets on himself as does Serpent (20 gp each); odds are even because Synder is a tough cop but Sindawe looks tough and hasn't mentioned he's related to the current champion.

Round One:

- Callum (brawler levels) vs Arris (fighter levels?) - Arris wins
- The crowd is getting drunk. A fight breaks out between two men; broken bottle vs knife.
- Sindawe vs Synder – the betting is a bit in Sindawe's favor. Sindawe sandbags for a while hoping to get better odds in his next fight. The regulars seem to buy it. Sindawe then slowly comes back and punches Synder out. Sindawe wins.
- Grendel vs Gracias – Grendel wins by sheer strength and raging.

Round Two:

- Artur vs Grendel – Grendel wins again.

The session ends with the final amateur bout of the night being Sindawe versus Grendel the Marooned.

Port Shaw Rumors

- The new high priest is offering a reward for missing persons.
- Archibald is a missing priest. Another guy, Jaba, went missing a month ago.
- My cousin found Garr Bloodbane's gold... for real!
- Complaints about protection money going up to a full silver piece.
- Fishermen McFarrows murdered his wife for the love of another woman.

- That elder guy is a dragon smoke user.
- Zalen's father, Solomon Trafalgar, was a local hero who went out to battle a kraken and died doing it. The other Wave Riders are dead, retired, or working locally.
- One patron takes umbrage with Zalen for healing natives.
- Barrison Hargrove has found a map belonging to an infamous pirate king. He's putting together one of the local warships with dragoons to recover the treasure.
- One bar patron is a disgraced dragoon. Additional drinks loosen his tongue about Gregory Bonaduce, the head of the dragoons who drummed him out of the service.
- Shark men killed a whole village
- The docks at night are not safe – crazy busy, animal smuggling, and drugs.
- Commandant Bonaduce fiddles at the Broken Skull

Port Shaw People

- Archibald Noeliss – previous priest of Gozreh, who disappeared.
- Brimmer – were-shark, murderous, and dead
- Commandant Bonaduce
- Donovan Montgomery – drunk tour captain
- Harok McFarrows – fisherman witnessed Brimmer kill his wife, went a little crazy, and accused of crime.
- Jessica McFarrows – kidnapped by Brimmer, rescued, and staying with Zalen.
- Mokoli Ali'i – native would-be chief
- Ochiba – Sindawe's brother, fights at the Broken Skull

- Old Crow – survived multiple sharks attacks, losing limbs to the black shark. He believes in the evil of sharks.
- Relgin – witnessed Brimmer’s crimes at fishing village. Cowardly cousin.
- Sgt Darenar
- Shaman Milliauka – mwangi shaman looking to revive the old ways.
- Wharfmaster Crecky – honest
- Zalen – priest of Gozreh