

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 04/29/2018

TODAY'S EPISODE: FIGHT CLUB RAIDS AND NOOSE RACES

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. And just recently they have decided to look up Sindawe's brother, Ochiba. 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).

Fight Night at the Broken Skull

Sindawe, Serpent, and Wogan are in the Broken Skull, an illegal yet well-known fighting for entertainment establishment in the Bawd District of Port Shaw. They are there to watch the night's fight and meet Sindawe's brother, Ochiba, who Sindawe has not seen in many years. Ochiba is the Broken Skull's latest champion. Sindawe has signed up for tonight's amateur fights. The group is seated with the Broken Skull's previous champion, Belok, a massive half-orc man.

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. Sindawe and Serpent have made 20 gp off their bets on rounds 1 and 2 of the card for the evening.

Round Three

Rabies, a Broken Skull employee, gets into the ring to whip the crowd up with the help of a bodice wearing young woman holding a sign announcing, "No Holds Barred!" Rabies announces, "Sindawe vs Grendel – this is a Broken Skull special fight!!!"

The cage covering the fighting ring is raised up via chains and pulleys. A group of men run out to surround the ring with hammer-headed pole arms; they are clearly intent on beating fighters who stay too close to the ring walls. After some brief preliminaries, Rabies and the sign girl exit and Grendel and Sindawe face off in the ring. Grendel wins the initiative and hits Sindawe with a stunning fist backed by sneak attack damage. Sindawe counters with a flurry of blows, including a critical hit (Back Breaker for 6 points of Dex damage). He also realizes that Grendel is wearing a fake beard.

Wogan and Serpent notice a squad of Dragoons enter the establishment from the back, then quietly spread out amongst the tables clearly looking for someone.

Grendel counters with a feint, pretending to crawl away, and punches Sindawe in the groin. Sindawe fails to drop after that and beats on Grendel, knocking his beard off. He is not the Split Hog Pauper, Sindawe's usual costumed nemesis, so Sindawe is surprised and doesn't recognize him. However, the crowd does; they fall silent.

Someone yells out, "Its Faken Drango!" Everyone stands up. Several people shout, "We're going to die!"

The dragoons yell out to each other, "Get him!" And push their way through the crowd toward the ring.

Serpent sees the bet taker fleeing the scene; he pursues. The man gets thru a door, closes and locks it. Serpent applies his ax to the door to reveal the bookie hiding money. He demands his money back, then his friend's monies. He collects 120 gp.

Wogan demands of a screaming patron while pointing at the ring, "Who is that!?"

The panicked man replies, "That's Falken Drango! The most infamous pirate on the Razor Coast! Save me!"

Falken tells Sindawe, "Throw me out of here!" Sindawe complies by grabbing the man, pivoting him over his hip, and throwing him clear of the ring. The hammer wielding men below do not descend on the thrown Falken. Sindawe also leaves the ring with a running leap, clearing the hammer men.

Falken lands poorly but gets to his feet quickly. He dashes through the crowd and heads to a painted over window. Dragoons fire their muskets at the fleeing man; one critically hits, dropping him.

Sindawe rejoins Wogan at his table. Wogan casts *fog cloud*, which causes more panic and shouting in the crowd. Wogan dons his *Goz Mask*, allowing him to see through the fog, and works his way over to Falken. He leaps and rolls into the ring, dashes to the far side, and uses a *healing burst*. Wogan's healing allows Falken Drango to rise up and successfully flee the building. The dragoons begin arresting everyone. Sindawe uses a *bat of disguise* to look like the most inbred Port Shaw aristocrat he can imagine. He grabs Wogan by the hand and they flee toward the offices where they link up with Serpent.

Serpent has located a hidden door to a back alley. He is joined by Sindawe the faux aristocrat and Wogan. He uses a posh Chelixian accent to talk their way past some dragoons, who are convinced that this aristocrat is having a three way with some sailors. Serpent titters as they depart.

Noose Races

Sindawe, Serpent, and Wogan decide the night is young and pass a number of gambling dens and prostitution houses in search of the Noose Races they have heard about. Those races are being set up. Burly men are jockeying to be in the race that involves long, heavy hemp rope nooses. They locate the bookie and inquiry about the bets. The prize is a darkwood plaque with a noose carved into it.

Wogan asks about rules. He is told no rules except keep the noose on. Sindawe bets a 100 gp on himself. Wogan bets 40 gp on himself.

Each racer takes a big swig from a small barrel as preparation. Then the nooses are put on and pulled tight, with a large coil of rope behind.. A man stands before them and throws off his cloak to reveal a greased

naked runner's body. "Catch the naked Keleshite to win! And you get the antidote to the poison you just drank!" shouts the organizer.

Noose Race minigame: Each racer gets Con * 2 points of breath before they drop. If they take no actions only one is subtracted from that per round. If they take actions, then two points come off that. Otherwise, it uses the campaign's chase rules.

Their opponents are half-orc, a female half-orc, a scruffy dwarf, a syphilitic man, a half-elf, and a trapper.

Their nooses are tightened, making breathing and spell casting difficult. The ropes are long. The naked, greased man takes off through the crowd. Serpent guards his wallet, then begins wiping a path through the crowd to help out Wogan. Wogan is able to choke out a *blessing of fervor* thanks to a *metamagic rod of silent spell* and takes off at high speed. Sindawe throws down a *feather token (tree)* and rides the oak tree up as it grows quickly. He is able to get clear of the crowd and pull his rope along with him (and out of everyone's grasp). Most of the racers chase the naked man. The trapper wraps his rope around the half-elf's leg, tripping him.

Serpent checks one man viciously and clears a path for Wogan, who gives chase. He is just behind the female half-orc with many racers trailing him. Sindawe pursues along the rooftops making up the distance quickly with his monk speed (and a ki point for extra speed). Several racers are in the medium range band.

A racer collapses from lack of breath; the crowd steps up to kick him a few times then pursue the race. Serpent hits Sindawe with a *gust of wind* to push him further along. Wogan pulls out his *mace of terror* to blast the crowd and some racers with fear. People shriek and clear his path a bit. Sindawe continues pursuit via the roofs. The male half-orc is detained by a fat shop keeper clinging to his rope. The lady half-orc grabs Wogan's rope. The trapper throws bolos at Sindawe. Several racers collapse from arsenic poisoning.

Sindawe leaps from the roof, landing amidst the half-orc and the greased naked man. Sindawe wraps up his rope around his arm while the half-orc grabs at the greased man. The trapper, the other half-orc, and several other racers are closing in. Wogan blasts the woman clinging to his rope with his *mace of terror*.

The greased man escapes his grappler. The racers are down to Wogan, Sindawe, and three others. Serpent slaps the choking and poisoned trapper as he passes; the trapper collapses. Wogan casts *hold person* on the greased man using his *silent rod of metamagic* but he shakes it off. Sindawe continues in pursuit as does the half-orc.

Sindawe and the half-orc catch up to the naked, greased man. Wogan and Serpent are close behind. Serpent grabs the half-orc's rope; the pair engage in a tug of war. Serpent wins and ties the man's rope off on food cart. Sindawe trips the greased man. Wogan catches up to them and grapples the downed man who immediately wiggles out of his grasp.

Sindawe kicks the greased man unconscious, then "grapples" him. Wogan grabs the plaque from the greased man. The pair are cheered and covered in thrown beers. They grab the anti-toxin; Sindawe drinks it while Wogan casts a spell upon himself to escape the arsenic. They return to the bookie, passing the well robbed bodies of the other racers. The bookie is still there when they return; he pays up.

Loot: A darkwood plaque, 300 gp in bet money.

Some prize money is spent on drinks for the crowd. The party does their best "WWE wrestlers just having won a belt" impression by flexing and showing off their plaque, ignoring the intense pain their necks will be in tomorrow morning when they sober up.

Molly's Friend

Their local guide, Tanga, finds them much later in the night (morning?) drinking cheap beer in an even cheaper bar. He tells them that he lost them after the dragoon raid on the Broken Skull. And that Molly said her friend is eager to meet them now. He takes them to the Burning Camel bar at the edge of the slums, but is considered upscale enough for middle class to slum in.

Wogan and Sindawe note a gang of street thugs watching the street outside the bar. Several have a merchant house sigil on their tunics. And no dragoons. Serpent is awe struck by the bar's sign, which is a camel smoking a cigar... the cigar actually gives off smoke.

The bar is a single story building. The bar keeper, Ferthelm, has a well maimed arm. He demands to know their business. They reply, "Here to see Molly." He points to one door of many. It leads to a side room containing a table, many chairs, and the women from earlier in the night: Molly, Ophelia, and Feather.

Molly greets them, explaining that Bertrum will arrive shortly. Tanga joins them. Molly continues, "I told him an out of town priest wanted to meet him about buying land." The pirates order ale, cider, and stout for the room. Everyone chats about the noose races, Falken Drango, and the rumors about that pirate. They show the girls their plaque and are fawned over appropriately.

Joy, the 4th prostitute, enters the bar leading a blonde haired, gray eyed man. He is dressed up with a cloak to hide it. The pirates' cypherglyph sigils embedded in their flesh from the explosion of the Cyphergate in Riddleport burn. The man stops and stares. His head ratchets 180 degrees, clock face style. He's a phantom! He swats the screaming Joy aside - she flies 10 feet through the air, smashes into the wall behind the bar, and falls unconscious.

Wogan stands up and casts *searing light* at the monster (42pts). A large chunk of flesh is burned away revealing a pale white, ceramic skin below that. Its form twists horribly, long white claws pop out of its arms, and it breathes out a cone of shadows onto the pirates. Serpent is blinded. Sindawe closes the distance and hits with a stunning fist (critical hit for 20pts plus fatigued). The creature cannot be stunned or fatigued. Serpent pulls his orichalcum staff, leaps over the table, and charges across the room toward the fight using scent to substitute for sight.

Wogan uses a *pearl of power* to recall the *searing light* spell, recasts it, and blasts the creature again (27pts). The monster hits Sindawe horribly (18pts) but does not budge the monk. The monk's flurry of blows mostly misses (14pts). Serpent swings with staff. Wogan heals Sindawe. The monster glides forward to attack all three pirates with great cleave. It hits Sindawe and hits Serpent very hard (47pts and exhausted).

Sindawe hits the monster again and again, chipping away. Serpent keeps swinging away blindly. Wogan casts *lesser restoration* on Serpent, removing the exhaustion. The last set of blows landed crack the ceramic shell, black smoke escapes, and the Bertram skin suit collapses to the floor.

The 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 Garbloodbain'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 Trifalgar, 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 umberage 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.
- The old wizard, Zander Brim, wanders the Tide District at night casting spells on people.

The 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
- Tanga, local guide to the semi legal attractions of the Bawd District.
- Belok, previous champion of Broken Skull fights. Massive half-orc.
- Rabies – employee of the Broken Skull.
- Cursed Spear – tavern in Bawd District
- Prostitutes - Mollie (youngster of the group, knows a guy, Wogan, tattoo on neck), Ophelia (late twenties, clean, carefully dressed, potter's apprentice, dragoon tattoo on cheek, Sindawe), Feather (tiny woman, floor length hair, card shark, hottest of the group, Serpent), and Joy (30's with close cropped hair) join them playing a game of golem (the suits are clay, iron, flesh, and stone). 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.

GOALS WHILE IN THE RAZOR COAST

- Grand Papa Black Skull (a black root) trade with ex-slaves on Dulcimer Island
- Capture or kill Elias Tammerhawk or the Serpentfolk that impersonated him
- Seek the shark cult, led by the Stormdaughter, that done killed Black Dog the Pirate and made him a ghost, and make her pay.