

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 05/27/2018

### TODAY'S EPISODE: SHADOW CONSPIRACY

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, but that is interrupted by a gendarme raid on the Broken Skull establishment to capture a notorious pirate, Falken Drango, who escaped. To complicate matters further our heroes decide to make a business contact through their new whore friends but that person turns out to be a hollowed out flesh suit inhabited by a shadow creature. It dies at our heroes hands, leaving them slightly sad that they lack a business contact. Our 8<sup>th</sup> 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).

#### *Molly's Friend*

Our heroes are at cheap bar named Burning Camel. The barkeeper Ferthelm looks unhappy as our heroes just finished a fight with a wealthy business man named Bertram who later dropped his flesh mask to reveal a shadow creature of claws and great strength. That creature lies in smoking ruin on the floor. The whores sob in fear as they have suffered personal violence from Bertram and also saw a chance at financial gain blown away.

Their local guide, Tanga, emerges from a far corner of the bar. The bartender is threatened into sitting still and being quiet. Wogan seeks out Joy's unconscious form and treats her wounds, then Serpent's. The monster inflicted blindness clears up on its own.

Joy when she revives also starts sobbing asking, "What happened to Bertram?"

The flesh suit is examined – a half cloak of rabbit and a cane are retrieved. The rest of the clothes are removed too. 34 gp in coin are removed. The flesh suit and clothes are put into a bag supplied by the bartender.

Wogan asks Molly, "Who did he work for?" Molly replies a merchant association. The whores are questioned:

- He is repeat customer of the whores. They know how he likes it and his drinks. He had functional parts.
- He works for the South Whaler Sailing Consortium.
- Their normal meeting place is a cafe on this side of the Silk District.
- He walked everywhere, which isn't unusual in Port Shaw... only the very rich have liters and only the very, very rich import horses.
- He was just a middle class guy with knowledge of local politics who liked whores.

The pirates chew this over. They had problems with these weird phantoms up north but haven't encountered one in Garund yet. They're not sure what it means but it's not good.

Sindawe demands everyone's silence and pays out the 34 gp, promising murder for wagging tongues. He tells Ferthelm that they'll be back, perhaps nightly, to do further business. He then asks the whores if they are interested in running a brothel with his help... If he stakes them money for a location, supplies muscle, and they run it and hand over weekly monies.

Feather negotiates for the women and Serpent for the pirates. Serpent asks for a follow-up meeting tomorrow night at the same place and time as he plans on bringing Lavender Lil along for her expertise. Feather does get some stake money (200 gp) from him, proving herself an apt negotiator.

Molly tugs on Wogan's sleeve and pulls him aside. They hold a whispered conversation as she tells him about Bertram meeting with the now missing Gozreh priest, Archibald Noeliss. Archibald asked to meet this guy, possibly they met more than once.

### *Body Disposal Duty*

The pirates set out with Tanga to dispose of the body. He takes them outside the city toward the plantations, until they arrive at the Barrett's Barnacle, a warehouse converted into a seedy bar. Again, this is a colonial place so Tanga is not permitted inside. Tanga explains, "Go in, find Barret and tell him you got a cask to deliver to the cellar." They step over a vomit covered dwarf and through the rotted door. They grab a table, order drinks from the buxom yet toothless bar maid, and ask, "Where is Barrett?"

A green eyed dwarf follows Jaslin back out to their table. This is Barrett. They agree that Barrett's price of 250 gp is too high, especially since the place might burn down. Barrett gives Jaslin an order to watch the place which Sindawe notes includes giving a secret signal to someone in the back room.

Barrett leads them out back to a big still at a large out building. Sindawe and Barrett discuss the deal... Barrett guarantees total body disposal, including no bodies washing up on shore, no priest magics talking to the dead, and no blood magic. It's the perfect... disposal. Sindawe asks for a front seat to the disposal. The scent of burning grog and alchemical smells fill the room.

Large metal drums and gleaming pipe fill the rooms center. Casks are stacked against the far wall. Barrett explains his distillation process. He opens a trap door and hands over a linen face mask while donning his own mask. He leads Sindawe down into the cellar that holds more vats, rusty cat walks, and bubbling contents. He has Sindawe hook his sack of flesh bag to a hook on a windlass that Barrett moves over a vat; then it is lowered slowly into the vat. The hook comes out of the roiling green acid without the bag.

Sindawe pays the 200 gp for the 1<sup>st</sup> time discount. He also notices a figure on an overhead catwalk where a misshapen faced man slobbers with a crossbow. Sindawe shrugs and wonders, “Why does outsourcing always cost more?”

Wogan gets sick on the unconscious dwarf as Barrett’s grog special (3 servings) proves too much for him. The dwarf proves to be a businessman and demands 2 cp for providing a vomit location. They return to the bar, drink some more, gather some rumors, and return to their ship. They meet Tanga outside and tip him 50gp for the night. His eyes are comically wide at the sum.

### *Isn't It Morning Yet?*

They return to their ship, the *Chainbreaker*. Two cloaked strangers approach them dockside and offer them help finding their way home; it turns out to be an attempt at a drug sale. “No thanks, we have to sober up sometime,” they respond, and head to their ship. Wogan asks the night watch crew if they have seen anything unusual. Bel, the ex-eunuch, tells them that Tanned Hank and Big Mike ran afoul of a local gang called the Salty Dogs. The trio of pirate officers, minus Serpent, wake and talk to Tanned Hank and Big Mike. They encountered the gang on the docks. The Dogs demanded protection for using the docks at night. They use short swords and

dots. Sindawe asks Tommy to find the gang and determines its membership and location for a general cleaning out 3-4 days from now.

Serpent finds his cabin empty of most personal furniture, wife and kids. He finds this mildly troubling until he remembers that his wife is seeking residence in the city for their household.

Stoke is standing at the ship's prow answering, "Couldn't be better!" when asked what he's doing.

Sindawe goes to his cabin where he interrupts Lefty and a local girl in coitus. He leaves after they fail to stop and their love-talk indicates that Lefty is posing as the ship's captain. Sindawe vows to sleep with Lefty's mother next time they are back in the middle of the Arcadian Ocean.

### *Rubbing Off the Luck*

The next day Sindawe sleeps in, Wogan inspects the ship's cannon and powder, and Serpent sobers up. Stoke is found by Wogan "rubbing his luck off" on the ship's cannon. Serpent does an inventory later that day. Mr. Smiles the puppet is found hanging from a noose. The inventory comes up with an extra corpse barrel (besides the usual one they have) that he is told was put there by Slasher Jim; the barrel contains a young woman. He tells Sindawe about it.

The pirate officer trio leave at 5 PM to talk to the Gozreh priest Zalen about the disappearance of Archibald Noeliss, Zalen's predecessor. They leave Tasty Mike and Rucia on watch when they leave.

### *A Church Visit*

At Zalen's church they see Jessica McFarrow the orphan. Serpent and the girl engage in a dead gaze stare off. That ends in a tie. Then they talk to Zalen about their new leads on Archibald's disappearance. Zalen agrees to let them search Archibald's quarters while he watches. The chamber is fastidious, a bed, a wardrobe, and has many clay statues.

The suspicion is that he was investigating a secret society and he was murdered for prying into their affairs. Zalen has already searched the quarters and found nothing. Wogan examines the statues which are carefully crafted to resemble sea creatures real and fantastic. Sindawe disassembles the bed and finds nothing. The wardrobe yields no secrets and some potions (magic but common spells). Serpent checks for tracks, during which he remembers that one of the prostitutes (Molly?) used to be a potter's assistant. He mentions that so the trio return to the clay statues remembering that it was Ophelia that used to be a potter's assistant before her master died forcing her into another career. The statues have a little circle done into the bases... was it Ophelia or her master working with Archibald?

Archibald's desk has various church letters. Wogan casts *detect* spells while checking the correspondence; he finds a magic scroll. They take the statues away with them. Wogan tells his friends that Molly told him in confidence that Archibald paid to watch the prostitutes play with themselves.

### *Return to the Scene of the Crime*

They are met en route to the Burning Camel by Lavender Lil and Tanga. They arrive a bit early at the Burning Camel. Ferthelm is tending bar; he eyes them warily when they come in. There are over twenty customers including Ophelia, Joy, Molly, and Feather. Many of the others are women, including the mohawked woman that Lefty was seeing recently.

Feather and the others immediately hate Lavender Lil. The talk starts in a back room with the four prostitutes one on side and Lavender Lil and the pirate trio on the others. They talk about hands off management, dragoons, location, and how upscale to position it.

The district choices are:

- Bawd – Red Light District.
- Jade - Upper crust.
- Silk – Trade and craftsmen.
- Tide – Docks and other stuff. This is where Sgt. Darenar works.

They settle on real estate in the Tide District bordering on the Bawd and Silk districts. They leave the ladies to discuss the logistics of the brothel and staff. They borrow Ophelia for a side conversation on pottery. They show her Noeliss' statues which she said she made and were gifted to Joy and Molly's boyfriend. She opens the base on the kraken statue to reveal papers inside it.

They send Opheila away and read the papers, which are Noeliss' notes on his investigation into a growing secret society in Port Shaw. Started with folks not showing up to church, then showing up. Their behavior changes and eventually their formation of new cliques. And yet other folks going missing. Some folks refusing the cliques and disappearing.

Bertrum is on the list as are a number of other lower middle class "powerful" folks. Noeliss planned on meeting with Bertrum and that he would attempt to join. All of this starts after "Tammerhawk's" disappearance up north. Noeliss believed a high level dragoon was involved in this cult; it might be Aeron Chambers the sorcerer supreme of the dragoons and best friend of Solomon Trafalgar. He sent word of his suspicions north with another man who never arrived. He

refers to the group as the Ring. Since he's not sure about Aeron Chambers he was going to look up Solomon's other old associates in the Wave Riders.

A prostitute fight is broken up by Lavender Lil's cracking whip. They depart leaving the Lil to work out details with the four prostitutes.

They return to show Zalen the evidence found in Noeliss' statuary. He absorbs the note with some alarm especially when they mention children going missing in the Tide district. He tells them about a Tulita orphan girl named Lucinda that hasn't come to the soup kitchen in over two days. She hangs out around the Run Aground Tavern. He vaguely remembers a boy child she was friends with; name starts with "J" something. They promise to check into that.

Sindawe asks for a letter of introduction to Solomon's associates. Zalen delivers, explaining, "My dad was a paladin. His associates were Captain Montgomery, Jalia Ramirez, half-orc named Bellock, and two wizards, Aeron Chambers and Xander Brim. The pirate trio knows several of these people already.

### *Manhunters*

They go to the Tide District to find Sgt. Darenar and ask for his aid in locating the missing Tulita girl and Xander Brim. They encounter a patrol of dragoons that wants to see their pockets turned out. They explain they are after Sgt Darenar so he is retrieved from a nearby bar and the hassling dragoons are assigned to help the pirate trio.

They head off to the Run Aground Tavern after lighting lanterns. The dragoon squad's sorceress introduces herself as Elecenda and asks questions, "Who are we looking for again?" Sindawe gives them all of the limited information he has. The dragoons spread out around the



tavern and start asking questions. Serpent finds a girl meeting the description weeping over a sewer grate.

The girl says, “The roach king ate Jambo all up. He’s the king of all roaches. They work for him.”

The pirates talk to the dragoons who refuse to let them enter the sewers because that isn’t legal. The pirates promise to go get drunk instead. Then ask about where best to meet Brim; they are told the Run Aground Tavern.

They enter the tavern which is run by Falgor Finney the bartender. The clientele is downtrodden but good folk. Sindawe makes sure the dragoons are gone, then asks the tavern at large for information on the sewers. A halfling named Captain Lester Farrows volunteers to take them into the sewers on his ship the Valiant. “Sounds suspicious. Let’s do it!” they conclude.

Lester tells them about giant cockroaches and rogue gator men. The dragoons used to not care about the sewers but then they locked it down recently. Sindawe buys a round of drinks for everyone and another for the four of them. Lester agrees to 60 gp or a quarter of the loot, whichever is higher.

### *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 Garr Bloodbane’s gold... for real! Jaslin provides some names to go with this.
- Complaints about protection money going up to a full silver piece.
- Fishermen McFarrows murdered his wife for the love of another woman.

- Tulita, a Bonuwat elder buys his dragon smoke from a face tattooed man at Barrett's Barnacle.
- 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.
- The old wizard, Zander Brim, wanders the Tide District at night casting spells on people.
- Word out of the Shark Head docks is that Perrin and the Albatross made the Pearl Eyes.
- Inland Mwangi are in town hunting bones or something. People are talking about it.
- The sewers are illegal to enter. There's a necromancer lair down there. And a guy with a raft.
- From gendarmes: Children are going missing on the docks. A dreadful ghost is responsible... or maybe a native uprising.
- Barrison Hargrove plans on enslaving all the Tulita on the Razor.
- An ex-dragoon Roland Lawrence was onto something then got cashiered.

## *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.