

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 06/10/2018

### TODAY'S EPISODE: THE ROACH KING

Our heroes and their vessel sailed into Port Shaw where they have embroiled themselves in uncovering a were shark 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 estranged 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 heroes decided to go ahead with their business by allying with corrupt cops while investigating the relation between a disappeared Gozreh priest and the dead shadow creature impersonating a member of said priest's flock. 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).

#### *Port Shaw Sewers*

Our heroes have gotten High Priest Noeliss' secret notes on his investigation into disappearances, changing personalities, and secretive meetings among his congregation. He got killed and/or disappeared. Our heroes convinced his replacement Zalen to write an introduction letter to Zalen's father's associates (yeah, it's confusing) who might be able to help with that investigation. And they get some leads from Zalen on child disappearances within his soup kitchen.

Our heroes then head down to the docks to find a missing Tulita orphan girl named Lucinda. They find her hovering over a sewer grate explaining, “they got my friend”. They hire a halfling sewer pirate, Captain Lester Farrow, to sail them thru the sewers to battle giant cockroaches and/or rogue gator men that may be responsible for kidnapping children. 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.

They go down a particular dock, look around for gendarmes, then jump down into head deep water, mud, and garbage. Captain Lester unlocks the sewer grate, then they scuttle inside to find a raft inside a stone and fungus encrusted sewer system. The raft blends into its surroundings thanks to a tarp of concealment. It contains a bullseye lantern and ropes. The air is ripe from humid sewerage.

They are near the docks between Silk and Bawd districts. Roach king territory is probably to the south. They travel by raft for 15 minutes then disembark to portage the raft up a level. The levels are connected by sluice and iron doors that open with a rotating gear wheel. Past those doors is a room with some furniture and more fungus. A pool of rippling water draws their eye. They would have to pass it to get to the next sewer section, so a 10' pole is waved around in the pool until a foursome of loathsome frogmen creatures emerge. A fifth one, clearly a four armed sahuagin, appears from out of invisibility. The fight goes well for the pirates until a sahuagin cry summons reinforcements from nearby chambers. Captain Lester helps with daggers thrown from a hiding place near the raft. Wogan blasts a line of them with called lightning. Sindawe takes down opponents with non-lethal open handed attacks. Serpent chops his opponents up with an ax.

Loot: 2 empty potion bottles, magic trident

They tie up and revive the sahuagin leader, Sindawe tries various languages and gets thru with Aklo. They come to a deal that the sahuagin seems to accept out of necessity. He asks about nearby monsters and is told: slime, bugs, and sahuagin. Sindawe asks about hostages, prisoners, and slaves; the sahuagin replies with silence. They knock everyone out again.

Serpent looks around and determines that unconscious people were drug off to the east. Wogan checks out the pool and finds it has a natural cave exit. Serpent follows his tracks into a north south passage and follows it south into green slime coated tunnels. He checks for the green slime and determines it is not an immediate threat. Wogan sends a bat from his beast coffer down the tunnel. Sindawe takes a sample in an empty potion bottle They continue on.

### *An Intensely Gross Fight*

They find a mucus pit that contains a freighter's husk, green slime fluid, cocoons of green slime, and so on. Eight of the cocoons contain mutated humans, four contain mutated fish men, and three contain the fish men that were fought earlier. Some of the fish men claw their way out. There's a big splash from the back and a large fish man surfaces; he is heavily muscled. Sindawe swims to attack that one who attacks with a harpoon. Serpent joins Sindawe on the attack; his ax opens a large wound on the creature and he is squirted by blood and tadpoles. Wogan throws lightning at the big fish man and a smaller one, then activates his *blinding buckler* on a trio of fish men attacking him. Serpent chops the big fish man repeatedly. The big fish man is chopped and beaten until his own tadpoles enter his blood stream and eat him from the inside. The trio on Wogan are the next to die.

Wogan casts *remove disease* on Serpent causing him to spew forth a torrent of tadpoles. Serpent swims over to a cocoon and pulls out a slightly mutated man. Wogan examines him and

declares, “He’ll recover, given time. Not sure about the deformities.” The eight slightly mutated humans are rescued; the others are put out of their misery.

Loot: green slime (not the monster) in a onetime potion bottle, +1 harpoon.

### *Getting Out of the Sewers*

They press on westward, past a chamber with a shaft descending into a pool of water, and arrive at a landing that is out of the sewage. A dark green yellow substance lies thick on the ground. Several of the tunnels off this area lead back to the fish men lair. They reach another water tight door. They open the door to reveal a stagnant pool of water, a bloated corpse, smells, a rusty iron ladder, and another water tight door.

Serpent splashes into the chamber to retrieve a piece of cloth from the bloated corpse, but not before dealing with giant centipedes lurking in its flesh. It turns into a swarm that engulfs the pirates. Serpent and Sindawe attack it with alchemist fire then Wogan ends it with called lightning.

Serpent unwraps the moldy cloth to reveal a scrimshaw whale bone that is 20 pounds heavy, intricate, and native. Then the prisoners are exited via the ladder up (after the lock is picked).

Loot: 20 pound whale bone scrimshaw. Commemorates the first Tulita war chief and would be quite valuable. Not magic itself, but probably useful for whipping up a Tulita tribe.

They drag the raft from the first section to the next sewer section where Captain Lester is temporarily lost. Lester gets them back on course and gleefully points out bits of garbage and waste. A tiny, winged demon materializes above them and screams, “Attack!”

Short demonic creatures blurt out of nearby pipes and drop onto the raft and emit a horrible stench. The flying demon rakes Serpent with claws. Serpent destroys one attacker. Sindawe destroys another. The quasit screams, "Attack!" His dretches die.

### *An Even More Intensely Gross Fight*

They press on and come to another chamber of slow moving water that contains dead, giant roaches. They follow the corpse trail into a tunnel that has an inch or two of standing water. The pirates dismount from Captain Lester's raft and continue on foot as the tunnel is too narrow for the raft. Some distance along that tunnel they are swarmed by roaches. The roaches pursue as they run. Wogan must spend a fate point to save Serpent's life from the swarm and his *fireball*. Then they spend time healing their many wounds. And discussing leaving the tunnel for a day of rest.

They hear a child's cry in the distance and so continue onward. They pass through a another tunnel and enter a chamber. On the far side is a small, dehydrated child. She stares past them at a nine foot tall roach rises from the sewage pool in the chamber's center. Sindawe drinks a potion that gives him a swim speed while Serpent shoots arrows at it. The giant roach summons thousands of roaches that coalesce into a swarm which Wogan hits with an alchemist's fire. Sindawe jumps onto the cockroach king stabbing with his magic spear; he lands on the roach but his spear misses. Serpent accidentally sets himself on fire with alchemist's fire. Wogan carries the girl out of the chamber, while Serpent throws acid flasks at the cockroach king. Sindawe swims in the deep water at the center stabbing at the giant roach with his magic spear. Wogan puts the girl down and returns to the chamber and shoots at the roach. Serpent throws more acid flasks ending the swarm. The giant roach dies from many attacks.

The girl is retrieved; she is crying. The giant roach is checked for magic. It is slightly magical as is some of the dripping liquid from overhead. Wogan lowers the water so that Sindawe and Serpent can retrieve the bodies of 20 something children in various states of decay. They also retrieve large size clothing and armor from an ogre sized creature; the items appear to have been split open.

The remains and the child, Efolia, (which means “born on a Friday” in the local dialect) are taken back to the raft. Captain Lester looks upset at the stack of child corpses. The pirates describe the chamber and ask, “What is above that area?”

Captain Lester replies, “Sagacious Samuel’s Magic Emporium, a maker of magic items including potions.” Samuel also sells forged documents, which leads to a conversation about returning child corpses and explaining where they were found and how that’s against the law.

Captain Lester agrees to stay with the raft and the child corpses while the pirates go off to buy a forged document that will have been issued by a famous dragoon, Lt. Commander Trey Perrin, that was ordered from Port Shaw to find Garr Bloodbane’s loot.

### *Shore Recon*

The pirates return to their ship for a quick wash and change of clothes. Slasher Jim and Lefty are on watch. Lefty gives Serpent a message from his wife, “She seemed pissed and wants you to visit this address.” The pirates clean up and head out. Sindawe tries to give his dirty laundry to Serpent to take to his wife for prestidigitation, but Serpent thinks that a bad idea. Lefty is off duty initially because he is entertaining a prostitute in the captain’s quarters. Sindawe is also shown by Serpent that one of the “head” barrels contains the corpse of an attractive young

woman that he hears was put there by Slasher Jim. Sindawe concludes this is like the twentieth most pressing thing in his life.

Wogan and Sindawe head to the Jade district where they locate Sagacious Samuel's Magic Emporium to score a fake dragoon writ of sewer entry. They enter the shop past a the illusion of a scantily clad elf maiden to lure in foot traffic. They meet Sagacious Samuel and explain that Captain Lester is after "the usual." The conversation continues in an obfuscated fashion even after Samuel closes and locks the shop's front door. Then Samuel asks for quality, how soon, etc... He explains, "This will need magic, its high profile, has to be quick, etc... 780 gold pieces." Wogan hands over the +1 harpoon as payment; Samuel agrees. The pair browse during the hour it takes Samuel to complete the work.

Serpent follows the directions to the Silk District to find his wife's residence. Hatshepsut, his wife's body guard, greets him at the front door and makes him wait a minute until Samaritha can be found. Two toddlers spy at him from a high window. He winks at them. Hatshepsut lets him in, gathers up the toddlers, and tells them, "Wave good bye to your father" then carries them out.

He hears his wife in another nearby room. Inside she is unpacking. She questions him about his dealings with prostitutes and his thoughts on Feather... she is clearly reading his mind using her serpentfolk powers. He answers very carefully until she seems mollified.

He asks about finances. She shows him the house which includes its own walled compound. He tells her about his recent adventures and ventures in the city. Samaritha and Hatshepsut have been busy cleaning up the local criminal and bad neighbors problems.

They spend the rest of the evening with the toddlers, Finrim and Yormen. One of the two greets him with, "Hello, father." They settle in to play games.

Back at the Magic Emporium they wait for the writ to dry and ask about why he's all bought out of alchemist's fire. A young lady named Vrenia bought all twelve he had. Before they part, Wogan reminds Sindawe about the leakage that mutated the ogre into a giant cockroach. Both tell Samuel about the connection between run off (from his shop) and the child kidnapping and eating ogre.

Before they leave Samuel tells them, "Cartheus Delmore is my assistant at the shop. He went missing. I have an access hatch into the sewers. He went missing about the time I noticed our hatch was open and unlocked. I would appreciate his return. Yes, he is a necromancer." The pirates agree.

Some more information and questions are exchanged.

Sindawe and Wogan retrieve Serpent, then the trio retrieve some spare crew men. The group heads to docks to where Captain Lester and child remains are. They haul the remains onto the dock which slowly draws a crowd, then suddenly a large crowd and eventually a passel of dragoons. The writ passes the official review. The dragoons make concerned noises once they recognize that the corpses are largely not native. Lots of parents with missing children show up to check the bodies. The girl child talks a little but not a whole lot of useful information. Wogan treats her for filth fever and dehydration.