

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 07/08/2018

### TODAY'S EPISODE: BACK TO THE SEWERS

Our heroes and their vessel sailed into Port Shaw where they have embroiled themselves in uncovering a were shark cult, a shadow dimension cult, and child disappearances. They pursue the child disappearances or at least one cause of them back to the sewers where they kill an ogre turned into a giant cockroach. Said ogre cockroach enjoyed eating children and used its cockroach minions to retrieve said tasties. Over twenty dead children are recovered and one living child. The pirates then cover themselves from legal repercussions by purchasing forged paperwork saying they had permission all along to enter the sewers, investigate the disappeared children, etc... This leaves the pirates with plenty of time to ponder a legendary Mwangi scrimshawed whale jawbone... but mostly they spent their time starting an investigation to get Arsonnee cleared of some arson charges by finding the actual persons responsible.

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).

### *Dragonsmoke Dealers and Ghost Bards*

Commandant Gregory Bonaduce of the Municipal Dragoons has given our heroes a deal: crew woman Arsonnee will go to prison for a burned down warehouse unless our heroes can find the real culprits. Arsonnee tells them everything she knows, which isn't much... a dog headed man and his giant dog where trying to sell a chimera at the warehouse when the chimera started a fire... then

they escaped. Her friends, a salt-and-pepper set of dragon smoke dealers, took her there and fled when the fire started.

Sindawe, Wogan and Serpent are on the prowl in Dockside looking for the salt-and-pepper smoke dealers. The hour is late and the fog rolls in. A ghostly bard (with a big poofy hat) looms out of the fog and a creeping dread crosses their hearts. It speaks, "You have been to the sewers!"

The ghostly bard continues, "I am the great bard Darrell Ravenkith! I will reward you greatly if you retrieve my body from the sewers!"

The heroes look at each other, then Sindawe whispers, "He's somehow related to Garr Bloodbane."

The ghostly bard doesn't stop, "I tried to escape the city through the sewers when a gas pocket blew me up."

Sindawe asks for particulars, "Where did you enter, what landmarks did you see, etc..."

The ghost replies, "I was far to the north, almost to the exit to Black Sink Marsh (gator man central). If you retrieve my remains and put them to rest (burial at sea). I will tell you where a great treasure dwells!"

Wogan asks, "Garr Bloodbank's treasure?"

The ghost doesn't bother to correct him when it replies, "Yes!"

They agree and the ghost disappears.

Twenty minutes later, our heroes locate their dragonsmoke dealers. Sindawe confirms they are selling dragonsmoke, then asks about the warehouse fire. They deny until he mentions the

dog headed man, which leads one to reply, "Bone Gnawer will gnaw your bones, man!" He draws a dagger and slashes at Sindawe who responds, "Ah, good. You do know something!"

Serpent chops most of the man's hand off via a vicious ax blow. A third man stabs at Serpent's back from hiding; his blade slides harmlessly off armor. Sindawe and Serpent knock him out. Wogan takes one man out with a *bold person* then beats him with a mace for recreation. The wounded men surrender.

Serpent robs them (loot: eight pouches of dragon smoke, purse with 8gp) while Wogan stabilizes the dying man. Sindawe demands, "Tell me everything you know about the dog headed guy."

The dealers hem and haw, but give it up under duress, "He comes and goes by boat. He tends to boat away when there's unwanted attention. But he's selling the regular dragonsmoke shipment tomorrow night at Crook Back Pier."

They head off to find Captain Lester Farrows for a second voyage into the sewers. They try the Run Aground Tavern in the Tide district but he's not there at this late hour. Disgraced dragoon Roland Lawrence is present. A tension is in the air and it seems to be emanating from a wizardly type sitting at one of the tables; Wogan guesses the man is Xander Brim, one of the Wave Riders.

Serpent makes casual friends with the man through small talk and buying drinks. Xander is interested in hard coin but listens to them talk about Tammerhawk and his crimes and cults in Riddleport. He is hired for the princely sum of 25gp/day to research "shadow stuff" and his bar tab is paid off.

They also ask Xander about shark cults to which he mentions a witch named Macana, an ex-lover of a Wave Rider. And an lady elf named the Stormdaughter. (This is the woman the

ship's bosun Tommy Blacktoes has been geased to slay by Black Dog's ghost.) Both are into the same shark cult. Razor's ex-wife hates Macana.

Our heroes return to their ship for sleep. The night watch leader, Stoke, tells Wogan, "Clangdin bet on herself at the Broken Skull and lost everything. We haven't seen her since then."

### *Bribes and Location Services*

Wogan and Sindawe rise early then head out to pick up Serpent at his house. But first Sindawe leaves a note nailed to a barrel top for Slasher Jim. They pick up Serpent, stop for breakfast, and then off to see the Salty Dog leader in Dockside district, Glowco.

They pass through crowds of whalers and other folks on the various businesses. The fishermen have already put out. They arrive at a warehouse rumored to belong to the Salty Dogs, which generates the sound of infinite dogs barking. Angry shouts slowly calm the dogs until the doors open. An angry Glowco answers the door.

They discuss safe passage for the crew through Salty Dog territory (Docks up thru 4<sup>th</sup> street). Glowco offers 180 gp per crewmen per day which covers no trouble with Salty Dogs, dragoons, criminals and not getting eaten by roving packs of dogs. Our heroes agree to the price and Sindawe pays out 180 gp and gets a receipt. They leave impressed at the civility of local extortion rackets.

Next they head off to find Captain Lester Farrows. Wogan charms the locals to find a few halfling hangouts where a young woman tells him Lester can be found at the Run Aground or Barrett's Barnacle. They trudge out on a mud road to plantation district where the Barnacle stands. The humidity is in full swing by the time they arrive. Sindawe pays a small bribe to find Lester in

the piles of drunks; he's in room #2. They find the wrong room first where one of the brothel recruits (Bordue) is plying her trade.

The next room reveals a "Home Alone" style trap in the form of a bedpan full of rocks on a rope which Sindawe ducks. Lester is heading out a window when Sindawe says, "We're here to hire you to find Darrell Ravenkith's corpse. He died in the sewers near Black Sink Marsh."

### *The Sewers where a Bard Died*

Lester gets dressed and they leave for the sewers with a quick stop off for "sewer adventuring equipment" including waders. In the sewers, they uncover Lester's raft and sail in. Loud splashing up ahead leads to Lester stopping the vessel and demanding that they investigate while he waits. They find and kill a small shark. The journey continues through areas they passed thru previously, then they take the "dry" route.

Later, Lester announces, "we're beneath the Silk District. That ladder leads to the city's grain and emergency supplies. Probably all stolen by now."

They sail on with occasional stops to portage the raft across dry land. Around the next bend is very large humanoid covered in plates, with two lobster claws and another set of humanish arms beneath those. It gestures with its claws but does not approach. It clicks and gurgles until Wogan casts *comprehend languages*. The creature claims it wants to leave and just needs directions. He casts a second such spell so it can talk back to them. Lester draws it a map on the wall. They ask it about its chemical smell which it explains as "ceiling drippings". The smell is reminiscent of the Barnacle's basement with its acid vats.

From there, they try several sewer exit tunnels, looking for the collapsed section. They leave Lester and the raft behind to wade through shallow water. One set of tunnels leads them to

a raised chamber that has a dark, murky pool of water at its center. There's also a winch and chain over the pool. They try the winch, which rises slowly to reveal a chest that stops just at the surface of the water thanks to a knot in the chain overhead. They use a rope to drag the chain and chest clear of the water, which requires a lot of time and strain.

They lower winch, pull the rope and repeat until the chest is on solid ground. The chest has no lock and is full (1000) of copper pennies and nothing else (including magic). They leave the chest and continue onward. The next chamber features a large dry chamber full of human and animal skins and massive numbers of trophy skulls. Five gator men dwell here including one that is larger than the others and armed with hand ax and knife. That large specimen closes and buries its ax in Serpent. Wogan casts *blessing of fervor* on his companions. Sindawe hits the monster with a flurry of blows while Serpent backs off to cast a cure spell. The other gator men wade in.

Wogan hears more gator men approaching from their rear, so he sends a *fireball* down that tunnel where gator men burn! The gator leader steps forward where he can flank Serpent and Sindawe, then attacks with knife, ax, bite, and tail slap. Sindawe kills that one with a flurry of blows. Serpent lashes out at the normal gator men. Burned gator men join the melee, bringing their numbers up to ten. Bites, claws, and tail slaps take their toll on our heroes. By comparison Sindawe and Serpent cut down only one by teaming up on it. Wogan casts *chain lightning* aided by the *Staff of Rightful Rule* on all of them. All of them? ALL OF THEM!!! Two gator men fall dead. Wogan whales away with his frost mace, taking one down. Serpent kills one and whittles away on another. Sindawe's flurry of blows takes out a wounded one. The gator men's death throes nick and cut our heroes. Wogan clubs the last one to death.

Our heroes heal and **loot:** +1 dagger, +2 hand ax, 30' long snake skin, *gold ring 500 gp*, *gold ring 500 gp*, 300 gp opal necklace, 200 gp emerald ring, 50 gp mother of pearl necklace, and a silver signet ring (Jason Deepwater of the Deepwaters).

Also found are mats of human skin and necklace of human knuckle bones and many, many polished skulls. They bag them up – “Never leave a head behind!”

They double back and head north where they explore more tunnels until they reach the marsh. They go back into the sewers until they find the caved in section. Digging through that section reveals a short tunnel needing shoring up and then another caved in section. Wogan leads the shoring up operation using his siege engineering skill. They dig further to reveal a large boulder that has to be drug out of the way. Under the rubble they find a skeleton reduced to bone shards.

**Loot:** one dead bard, a notebook with a scrap of a song and an old map of Beacon Island. There is no clear mapping of Garr Bloodbane's treasure, so the clue must be in the song.

### *Broken Skull*

Our heroes exit the sewers where onlookers stare at the bag of skulls. Dragoons approach, read the writ of sewer investigation, and leave with the bag of skulls for “disposal”. Wogan hoses the sewer stink off himself and his companions with *create water*. Then they head off for the *Chainbreaker*.

### *The Port Shaw Adventure Hooks*

- Shadow Stuff and Tammerhawk
- Shark Cults and Storm's Daughter
- Arsoner framed for arson
- Darrell Ravenkith – put this ghost's spirit to rest.
- Natives want their chieftain back.

### *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! Jaslin provides some names to go with this.
- Complaints about protection money going up to a full silver piece.
- Fisherman 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, Roland Lawrence. Additional drinks loosen his tongue about Gregory Bonaduce, the head of the dragoons who drummed him out 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. He's been hired to research "shadow stuff", Macana (witch and ex-lover to a Wave Rider), and Storm's Daughter (an elf lady).
- 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.
- Baronson Hargrove plans on enslaving all the Tulita on the Razor.
- An ex-dragoon Roland Lorance was onto something then got cashiered.
- Zander Brim pawned his staff at Sagacious Samuel's Magic Emporium.
- Sagacious Samuel's assistant went missing in the sewers beneath the Magic Emporium.
- Nude body of local young alchemist washed up on shore... gnawed on by shark
- The Albatross was spotted out in the Pearl Eyes Atoll, floating like a ghost ship.
- Gregory Bonaduce has been taking a bunch of merchants to dinner at the Kraken's Gullet to plan out a military industrial complex.

- Perin had it coming to him for sticking his nose into places where it didn't belong. So his ship was sent to search for pirate treasure to get him out of the way.
- Drunken whalers bump into them – a fight is headed off by buying the whalers drinks at another bar. They are Khelish sailors on an Osirian whaling vessel. They know a lot about nothing locally. The Albatross was spotted out in the Pearl Eyes Atoll, floating like a ghost ship. Wogan asks a lot of questions about that.
- A group of adventurers (our hero pirates) found a 20 pound whale bone scrimshaw that commemorates the first Tulita war chief and would be quite valuable. Not magic itself, but probably useful for whipping up a Tulita tribe.
- Sahuagin lurk in the Port Shaw sewers where they are kidnapping locals, transforming them via green slime pits into more sahuagin.
- Girl appears near hat store to steal wallets then disappears down an alley like a ghost. Serpent loses a potion near there. Sindawe and he each remember a pretty woman nearby.
- Intel on the Salty Dogs: they are a big gang particularly in the Dock district, run by Richard Beuldon, arrangement with dragoons, and they all own mean dogs. Glowco is their leader on the docks. Wogan suggests, "Pay them off."

### *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. the local asylums have been closed down by the city council. Wogan pays out 100gp for Zaylen to find an ex-asylum employee to watch over the McFarrows... this would include good food and living quarters.
- 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
- Captain Troy Perin of the Albatross – searching for pirate treasure.
- 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 Bertrum.
- From 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 clicks. And yet other folks going missing. Some folks refusing the clicks 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 coincides with Tammerhawk's disappearance up north. Noeliss believed a high level dragoon was involved in this cult; it might be Erin Chambers the sorcerer supreme of the dragoons and best friend of Solomon Trifalgar. 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 Erin Chambers he was going to look up Solomon's other old associates in the Wave Riders.
- Lucinda – orphaned Tulita girl

- Captain Lester Farrow, a halfling sewer pirate, captains his ship the Gallant.. Dubbed Captain Sewer Weasel by Wogan.
- Falgour Finny the bartender at the Burning Camel.
- Effua – the mwangi girl rescued from the Cockroach King.