

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 08/19/2018

TODAY'S EPISODE: THE GNOLL CARTEL

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 are investigating false arson charges against crew woman Arsonnee and in the process of chasing down other leads they also get a lead on Garr Bloodbane's lost treasure from a poofy hat wearing ghost named Darrell Ravenkith. Now they are staking out the docks looking for a drug dealer with a chimera, or something.

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).

Stake Out

Our heroes Serpent, Wogan, Sindawe, and Serpent's pet snake Saluthra stake out the garbage dock starting about 9:00 PM hoping to meet Bone Gnawer and get him arrested for the warehouse arson blamed on Arsonnee.

At about 11 PM about ten disreputable sailors converge at the dock and play the waiting game. About midnight a garbage barge is poled to the dock by an extra large crew complement. Ropes are thrown from barge to dock. Small stacks (drugs) are handed from barge to dock and smaller sacks (money) are handed back. The drug dealers also drag a tied up and hooded man forward.

Sindawe charges down the dock into their midst. Sindawe trips a trio of dealers off the dock and onto the barge where the bargemen have clustered together in a hedgehog of ranseurs. Falken Drango struggles free of his bindings and snarls at the closest dealer then takes the startled man's dagger. He dives off the dock and swims under the barge. Serpent closes with the closest dealer and murders him with axe blows. Wogan chases close behind casting spells: a summoned celestial dog flanks one of Sindawe's opponents, biting and tripping. Then *called lightning* hits the barge men with ranseurs.

The dealers counterattack, killing the celestial dog. One flees with an empty hand cart. Three bravely fight on after Sindawe knocks several of their companions unconscious. Bargemen load and fire crossbows at likely targets. Serpent leaps onto their barge and begins beating a ranseur man to death with his ax. Falken surfaces and boards the barge to be greeted by crossbow fire.

The dealers flee Saluthra's approach except for one brave soul who charges her with his dagger. Sindawe jumps onto the barge and trips a ranseur man into the water. He gets cut horribly (20pts, 3 bleed for 3 rounds) by the man's compatriots. Falken backstabs a man attacking Serpent. Wogan walks to the edge of the dock to fire pistols into the melee below on the barge.

The four dealers who were thrown onto the barge pocket drugs and loose money, then dive overboard to escape. One sinks to the briny depths, one escapes, and two cling to the barge's side for dear life. The escaping man is killed by Saluthra just before he makes shore. The last few barge men fight on until killed or knocked unconscious. Falken robs one of the dealers clinging to the barge's side, then takes armor and weapons and some cash from the dead and unconscious men.

Loot: studded leather four, five crossbows, four short swords, five ranseurs, 160 oz of dragonsmoke, and 500gp. (Note: Dragonsmoke sells for 8gp an ounce).

They round up the unconscious men – two smugglers, three dealers, and several enforcers are taken prisoner. Wogan and Falken point out several guys dockside got away. Wogan waits for Serpent and Sindawe to push the barge further out into the water, then casts a healing burst to revive the unconscious men. None of the prisoners want to talk until Falken threatens an enforcer.

“Bone Gnawer has a small cove, east and down the coast from Port Shaw. You can sail right past if you don’t know it’s there. He has lookouts on a ridge. He has a ship in the cove that he uses to transport slaves and dragon smoke. Bone keeps some exotic pets around that eat slaves and might fight for him.” The two dealers are released with promises of product to buy tomorrow night.

Dead men are tied to garbage in a manner suggesting life to round out the expected crew of ten men. They pole into deeper water, then switch to rowing toward the cove. A drooling rain pours over them making it hot and sticky.

Falken Drango promises his new pirate friends a handsome payment for help retrieving his ship and crew.

Bone Gnawer's Cove

The enforcer gives the “sign” to Bone Gnawer’s lookouts on the ridge. The cove entrance is a dark slit in the dark rock. The pirates threaten and promise riches to their prisoners as they row and then pole their way into the cove. The cove’s water is calm. A single ship sits at anchor near a spit of beach. Another barge with a cage sits at anchor near it.

Torches line the beach. Standing on the beach are a tall gnoll and four or five thugs. The enforcer, named Casio, indicates they should pole between the ship and cage and land on

beach. Falken's disguises get them past the lookouts on the barge who wave them along. They see iron plates on the cage that keep the chimera pinned in. The ship's name plate is the *Dragon's Tail* which is a crude ship sitting low in the water as if heavily laden. Falken says, "I'll take care of the chimera's guards." He slips off the barge and swims toward the cage.

The beach appears to be the pirate living area – kegs are stacked up, dice and card games sit atop tables. The hyena gives a cry of warning as they approach the beach; that creature and the gnoll retreat to the cave. Bone's men shoot at the barge with crossbows injuring some of their compatriots. Several of them throw chum at the water near the barge. The men aboard the ship shout questions.

Sindawe drinks a *touch of the ocean* potion and swims to the shore, handily bypassing the chuul beneath the surface. Serpent uses *serpent totem transformation* to gain a swim speed; he slips past the chuul as well. Wogan watches all this and decides to not enter the water; he pulls a pistol and shoots a smuggler on the beach. He shouts, "Why are you shooting at us? We are on your side!"

The chuul climbs aboard the barge and attacks the nearest opponent – a corpse lashed to a stanchion. Wogan blasts it with his *mace of terror*. The chuul eats another prisoner, so Wogan swims for it.

Men on the beach rush to attack Serpent and Sindawe when they come ashore. The crew on the ship release a crate down a rope lashed to the beach. It cracks open revealing an angry chicken with a snake tail. Sindawe runs away from it and trips a charging ranseur man. The ranseur man gets up and flanks Sindawe with another smuggler as both encourage the cockatrice to attack Sindawe. Sindawe trips and drops the ranseur man on top of the bird then turns and kills the other man. The cockatrice attacks the ranseur.

Serpent runs out of the surf to chop his closest opponent apart. The gnoll shoots a stream of arrows out the cave mouth at Serpent. One of Serpent's attackers flees toward the cave mouth but stops mid run clutching at bloody feet.

Sindawe runs from the two cockatrice's and the enforcer toward the stone wall, which he spider climbs. Serpent runs up to Wogan who heals him. The chuul continues to eat prisoners on the barge.

Another cockatrice arrives on the beach, which the enforcer handily wrangles then pushes toward Wogan and Serpent. Serpent uses *wild empathy* to seize control of the cockatrices away from him. The serpent birds stop and stare at him, then turn on the enforcer. Wogan throws *obscuring mist* in front of the gnoll's sniper cave. Neither notices the chuul sneaking up on them from the surf. The chitinous claws grab up Wogan but miss Serpent.

Sindawe *spider climbs* into the cave armed with suspicion and darkvision. He withdraws after finding two girallons guarding the entrance; he is luckily to not be instantly murdered by them as he places himself perfectly between so they only have to step from hiding and unleash five attacks each. They pursue him out of the cave, so he runs back toward the surf. A ranger spell, probably from Bone Gnawer, makes the sand like razors and damages him but does not slow him as he long jumps deeper into the field.

Meanwhile, Wogan and Serpent continue to fight the chuul on the beach. The chuul dies from gun fire and ax blows. Wogan crawls free of its grasp. The enforcer is fighting the cockatrices further down the beach; one cockatrice is dead. Then they overwhelm him. Wogan blows them up and then captures them with a *bead of force*.

Serpent and Sindawe pepper one of the girallons with missile fire until it runs into the razor field after Sindawe. Sindawe's flurry of blows drives it back then Serpent's arrow finishes it off.

The other girallon shrieks in range, so Wogan shoots it. It leaps forward in a fit of rage. Bone Gnawer emerges from the cave to shoot arrows at Sindawe, with the arrow being snatched out of the air by the monk. Sindawe beats on the gnoll and sets it up for arrow fire from Serpent.

Bone Gnawer fires more arrows at Sindawe who snatches one out of the air but then takes a critical hit for 25 points and is knocked prone. Sindawe takes cover behind a girallon corpse. Bone Gnawer and Serpent exchange bow fire. Wogan takes out the razor field with a *dispel magic*. Serpent charges and strikes Bone with his axe. Bone drops his bow and swings with his scimitar as his hyena attacks from the rear. Then Sindawe closes with him too. Bone Gnawer fights until he understands he cannot win and surrenders.

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).