

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 10/14/2018

TODAY'S EPISODE: SHARKS ON THE BEACH

Our heroes and their vessel sailed into Port Shaw where they have embroiled themselves in uncovering a wereshark cult, a shadow dimension cult, and child disappearances. Most recently they have cleared crewmen Arsoner of arson charges and possibly gained a criminal enterprise in the process. Next they might help Falken Drango to recover his ship and crew, then pursue the pirate Garr Bloodbane's buried treasure.

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).

Barrett's Barnacle

Our heroes leave their newly christened brothel the Lavender Feather for Barrett's Barnacle with Bone Gnawer's message in hand and infamous pirate Falken Drango in tow. Said message states, "These guys are taking over the protection for our business. It needs more guys quickly. I need more equipment so I can make another run for product. Sell some of the special stock to raise funds as required."

Serpent says, "Our brothel needs to serve food." Everyone agrees so Serpent assigns Pirro the job of hunting down Billy Breadbasket to see about being a cook at the establishment.

They venture north of Tide District, past the last active pier, and down a paved road that becomes a mud road. Night falls as they arrive at Barrett's Barnacle, an establishment that

would never get a Michelin star, but Michelin tires would be brought there for a burning. Inside the place they find natives, a small group of female half-orcs, some human women, a dwarf, etc... busily whispering and or drinking. Jasselin, a buxom and toothless woman, is serving drinks poured by Barrett, the dwarf owner of this establishment.

Neither Barrett or Jasselin is interested in passing messages to Gerrig without a bribe, so Serpent coughs up 2 gp for Jasselin. They dine on seafood slurry while they wait. The human women turn out to be plantation overseer's wives and their half-orc servants/guards. Jasselin points out Gerrig's table; Wogan buys drinks for them. Falken uses the hat of disguise to... disguise himself.

A drunk dwarf talks to them about angry spirits. During this long conversation more people, shady people enter the bar and order drinks. Wogan watches them warily. Drinks and poor decisionmaking take hold as Falken Drango performs a bloody rogering on a plantation owner's wife in the bathroom. Rumors flow too.

Much later in the night they approach Gerrig's table to discuss business about dragon's smoke. Gerrig fishes for more info, then switches to asking them what they know about Bone Gnaw's business. He hints that Bonegnaw's supply is a woman that is not to be crossed... Gerrig insists that they smoke some special dragonsmoke, called *dream fog*, to set the deal and prove themselves. Wogan and Sindawe smoke while Serpent is forced to abstain. (+1d8, +4 fort save vs fatigue, and 1d4 points of Int damage). The smoke produces euphoria, disorientation, and hallucinations in Wogan and Sindawe. Serpent and Falken hang out and wait, listing bar games that one or the other does not want to play. They get bored waiting and drag Sindawe and Wogan out, still all very high.

Tripping Balls On The Beach

They head off into the night in search of Falken's crew which was last seen near some plantations. Sindawe hears the scrimshaw jawbone whispering, "Ali, Ali, Ali." He shrugs and puts the jawbone back in his pack. The area is not quite plantations yet and mostly populated with storage houses, huts, and mostly natives. Falken drops his disguise and leads the conversation at next hut, where a group of locals are standing outside drinking banana beer. One scared local is forced to talk and admits that members of Falken's crew are threatening locals for supplies.

They go back to the native's hut and Serpent tracks Falken's men from there. He follows them north to a fishmongers stall, where a local man is being hassled by a pair of Falken's men.

Serpent asks Falken, "Why can't the dragoons catch these guys? We found them in ten minutes."

Falken replies, "The dragoons don't care about crimes against the natives, especially if it means a walk out of the city."

Falken greets his men and they him. Falken asks, "What happened? Where did you go?"

One replies, "We got a better offer than being marooned on a ship."

Falken nods, "Well, take me to the crew and I'll get us back out to sea, sailing, and pirating."

The other replies, "Nope, we have a new captain. You're out."

The pair turn into were-sharks and attack Falken. No one is surprised about the violence but at least several are surprised about the were-shark element. The first stabs Falken with a rapier to which Falken replies with a swung short sword that does no damage. Wogan casts *bold person* on the fancy dressed pirate while Sindawe stabs the other one with his magic spear. The

fancy pirate were-shark shoots arrows from his composite long bow at Wogan. Serpent lays into the pirate were-shark along with Sindawe. That one counterattacks with bites and rapier. The fishmonger dies from an indiscriminate were-shark claw. Falken continues the fight and gets in a good hit. That were-shark dies under weapon blows, then reverts to a bloody bearded man. The fight is somewhat slowed by the effects of the drugs on the pirates, leading to occasional hallucination-fueled mishaps.

Wogan uses a healing burst excluding the were-sharks. The fancily dressed pirate retreats to the fish monger's table to shot a barrage of arrows. Serpent closes with the were-shark and buries his ax in its flesh. Falken flanks with Serpent and back stabs his short sword. Sindawe closes in too and beings punching non-lethally. The were-shark drops his bow in favor of his long sword and bites. Serpent's ax blows bleeds the creature out enough for Falken's back stabbing to drop it...

Blood is gushing out of him, he drops and reverts to human. They tie up Bernard the Bligh.

Loot: ring of swimming, magic rapier, +1 light fortification studded leather, 10 gp in various coins, and various food stuffs. Masterwork long sword, +1 buckler, and magic composite longbow +1. Falken argues for the buckler, leather, rapier, and ring to augment his lack of equipment. 50 gp gold bracelet, 40 gp earring, and 9 gp in various coins.

Then Serpent looks for tracks and they move out with their captive.

GAZETTEER AND NOTES

The Port Shaw Adventure Hooks

- Shadow Stuff and Tammerhawk
- Shark Cults and Storm's Daughter
- Darrell Ravenkith – put this ghost's spirit to rest.
- Natives want their chieftain back.
- Pirate captain Falken wants help recovering his crew
- Scrimshawed whale jaw bone of Mokoli Ali
- Map {Puzzle Island} and vague directions to Gargle Blood Bane's pirate treasure. Albatross, a Port Shaw military ship, is going after the treasure.
- Running protection for Bone Gnawer's drug business.

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 Lorange was onto something then got cashiered.
- Zander Vim 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." They discuss safe passage for the crew thru Salty Dog territory (Docks up thru 4th street). Glowco offers 1gp 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.

- Commandant Gregory Bonaduce has given our heroes a deal: crew woman Arsoner will go to prison for burned down warehouse or our heroes can find the real culprits. Arsoner tells them everything she knows, which isn't much... a dog headed man and his giant dog were 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.
- "We're here to hire you to find Darrell Ravenkith's corpse. He died in the sewers near Black Sink Marsh." One dead bard, a notebook with a scrape of a song and an old map of Beacon Island. There is no clear mapping of Garglebloodbane's treasure, so the clue must be in the song.
- Serpent makes casual friends with the man thru small talk and buying drinks. Zander is interested in hard coin but listens to them talk about Tammerhawk and his crimes and cults in Riddle Port. He is hired for the princely sum of 25gp/day to research "shadow stuff" and his bar tab is paid off. They also ask Zander about shark cults to which he mentions a witch named Macana, an ex-lover of a Wave Rider. And an lady elf named the Storm's Daughter. Both are into the same shark cult. Razor's ex-wife hates Macana.
- "Klangdin bet on herself at the Broken Skull and lost everything. We haven't seen her since then."
- a silver signet ring (Jasonth Deepwater of the Deepwaters).
- No one has heard from the Albatross in weeks.
- There's a legend of an underwater garden off Beckon Island where Garglebloodbane hide his treasure. That is also the place with the missing Lighthouse Keepers.
- Ship's traveling to and from Port Shaw continue to vanish but they never belong Barrison Hargrove and his friends. That's the same guy that owns a four posted bed and held a "map museum" party recently.
- Sageish Samuel, the big alchemist in town, found Garglebloodbane's map in the sewers.
- Some alchemists nude body was found floating in the bay.
- Eron Chambers, the Dragoon's Sorcerer Supreme, will fight a duel against some luckless fool.

- A group of adventurers went to Beckon Island in search of treasure and never came back.

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 Zalen 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.

Immediate task

<http://pathfinderwiki.com/mediawiki/images/a/a1/Inner`Sea`region`map.jpg>

<http://www.mapsofgolarion.com> --- an interactive map!!!

Tasks while in the South

- Grand Papa Black Skull (a black root) trade with ex-slaves on Dulcimer Island
- Capture Tammerhawk or the Serpentfolk that impersonated him
- Shark Cult, led by the Stormdaughter, that done killed Black Dog the Pirate and made him a ghost
- Hull wood from ships – *see NOTES section for details.*
 - *Boastful Shaman.* Captain Brock Alvingham. Hull wood. “If you leave us the bed we can tell Barrison Hargrove that it was natives in sloops that got us.” Dominated to believe all that and “Hire all new crew – one of yours sold you out.”
 - The Portion. A pirate lord’s anti-pirate patrol ship. We also have its ship’s logs.
 - Iron Bastion – slaver vessel

- Lashed Harpoon - a whaler wrecked on Dolenta island.

Notes:

- Equipment, loot and other items:
 - two bottles of Virathera 75 - good bribe = wine + 4 cure light wounds a bottle
 - good map from Briga for the Whore's Fingers; the map was created by a scavenger who fallen on hard times.
 - Possible blackmail material - erotic *truth or dare* scrolls from the ship, *Champagne Morning*. Very few of these are signed, but Mitabu slowly acquires them for later use. Later, Lavender Lil and Prada are able to interrogate Genevieve Torcrist and friends to find out a lot more.
- Purchased from Black Arm, the Besmara priest:
 - A Sargavan letter of marque to prey on anyone, mostly Chelish and Andorans. (100% legal, 2000gp).
 - Protection from the Eye of Abendego - mount this (an angry red eye painted on a plate of copper) on your mast. The goddess will look kindly upon you and turn the wrath of the eye away. 1900gp.
 - a blindfold looking item that was created by a Besmaran pirate witch. If you get the woman to wear this not even magical divination will reveal the truth. It only works once. 1700gp. Natural 20 by the gm, so it will probably work, maybe even against voodoo loa Mama Watanna.

- An Indulgence For Killing Disloyal Crewmen – these items are in the form of hand-crafted shanks, which are to be left next to the body. 100gp per crewmen. Sindawe buys five.