

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 12/09/2018

TODAY'S EPISODE: THE TRUE CHIEF

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. And they're interested in pursuing the pirate Garr Bloodbane's buried treasure, so true to form they're clues take them to hunting for pirate captain Falken Drango's crewmen in the plantations and swamp near Port Shaw. But that leads them to gator men, hauntings, more disappeared children and a Dajobas shrine. Everyone is confused and hates water more than any pirate should... At the sunken temple they found gator men led by a wight shaman attempting to sacrifice several dozen Port Shaw denizens to a giant shark.

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).

Sunken Temple – Shark Level

Sindawe, Wogan, Serpent, and their new “friend” Falken Drango loot the dead cultist built like The Rock with teeth carved to resemble a shark. The cultist/sacrifice who had eaten his own arms already is strangled to death by Sindawe. The giant shark leaves the pool in the sacrifice chamber via some aquatic passage that they decline getting close to in order to inspect.

Loot: *fishbook of the hunter* (summon fiendish crocodiles or a fiendish shark), *ring of protection* +1, +2 *shark tooth club*, masterwork spine sea whip, +2 hide (turtle) armor, 4*50gp red corral bracelets, red & blue coral ring 150gp, 33gp in change.

Wogan uses a precious *scroll of greater restoration* to remove the many poisons from Serpent's body. Falken Drango is sent with a *spider climb* to free the human sacrifices hanging above in the big wicker gator. The others gather together to visit a side room where chanting "Dajobas!" is occurring. The room is another sacrifice / "our history is rich and carved on these walls" chamber. Sindawe notes six cultists (human?) and two large creatures hidden in the room. The two that are furthest away step out; they are wearing shark themed armor and weapons.

Serpent charges the closest hidden large creature, who proves to be a large green skinned monster, hunched, thin, clawed, and its back has defensive spikes. The cultists acting as bait shout, "Get them!" All eight of the enemies attack. Serpent cuts the first one down with an ax blow, then steps up to a green skinned attacker and cuts it with an ax.

Wogan heals Sindawe (40pts) who charges the other green skin and stuns it with a monk punch. Trident armed cultists close with Serpent, Wogan, and Sindawe. Wogan waves his *mace of terror*, driving away one of his attackers, who flees through the decorative shark jaws at the far end of the room, which snap shut on him. He bleeds and is held fast in place. Wogan then blinds his other attackers with his buckler's "blinding" effect (verb).

Sindawe's flurry of blows pummels the stunned green skinned creature. He and Serpent notice the greenskins' wounds are healing. Serpent's acid and staff combo reduces his troll to

tatters, but it still stands and delivers horrible claw wounds to his torso. Sindawe's second flurry of blows drops the troll and kills a cultist. Serpent's acid staff whips the other troll repeatedly, breaking its joints, and then reaches its brain through its neck. Sindawe grapples the downed troll, allowing his shirt of immolation to roast it straight to hell. Serpent's next staff swing connects with a cultist, killing him. He runs to Wogan's aid.

Wogan bashes at his attackers (one blind) with his mace until Serpent arrives and kills cultists with a staff. The blind cultist's last words are, "What's that whooshing sound?" Then his head caves in.

Sindawe questions the cultist pinned by the shark teeth trap while Wogan and Serpent heal themselves.

Who is in charge? Kakowna is summoning the spawn of Dajobas.

Who's the undead? The shaman is the Caller of Crooked Forms. He leads the gator men.

What is your job here? We guard the sunken temple. There are six of us here in the temple. Gator men... many?!?

Any visitors out here? The man becomes evasive... trolls. The "Dalang himself" came here; he was accompanied by white buccaneers (many in long boats). The Dalang is a great priest – male, Mwangi, well muscled, black, bald, much like Sindawe. He worked for the colonizers with might shark bites on either side of chest. His name is Jalamar.

The Stormdaughter? Nope.

Your Name? Kaku, or Tuesday to a Chelaxian.

Loot: six sets of purple coral bracers, six masterwork tridents.

Kaku leads them to the priest chamber and then the treasure room. Wogan sends a bat into the treasure room; a whacking sound ends its life. Sindawe heads in and sees a large coral reliquary and a shark floundering in the shallow water (6'). The room seals shut tight behind Sindawe and begins to fill with water. Sindawe runs to the shark to kill it before the room fills with water. Serpent examines the sealed door and decides that busting it open is his best bet. The shark dies, then Sindawe moves to the reliquary and pries it open.

Sindawe finds the room devoid of loot except for a single scrimshaw carving. Outside, Wogan fires at the fleeing Kaku, seriously wounding the cultist. Wogan drives him back to the treasure room doors. Serpent tries to pry open the treasure room doors; Sindawe finally helps from the other side and they open it before Sindawe drowns.

Loot: steel chest containing a small magic wooden box with a word (Rip Tide in ancient Azlanti). A whale bone scrimshaw carved to tell the story of Dajobas, Devourer of Worlds!

The pirates compare this scrimshaw against the one they already have (the Jaw Bone of Ka-Ali). Their older one shows two tribes of Mwangi banding together to defeat Dajobas' followers. The more recently acquired one is a more recent piece of art that tells about Dajobas' comeback tour. Wogan is shocked to find the JBK is magical.

Sindawe tells Kaku, “The Way of the Fist is harsh. If you survive this you will thrive in my service.” He punches the man in the head; Kaku drops unconscious face down in the water and dies. Sindawe robs the man.

Sunken Temple – Leaving the Shark Level

The pirates exit the shark level via the a door that leads into another sea cave. There is much water and they can hear waves crashing in the distance. They follow it far enough to reach a sea cliff at the coast.

They backtrack through the caves checking side packages. The first ends in a dead end limestone cave. Wogan examines the corpse floating there; Sindawe searches it. He removes a rusted chain belt and a pouch containing sunrods.

Another side chamber holds a small stone platform surrounded by small piles of bones. The platform is next to a pool of water that reaches deep beneath the cave itself. The pool seems to be connected to the giant shark pool further inside the complex. Wogan examines the platform. They decide to leave quickly so that the rising tide does not deliver the giant shark into their laps.

They return the pool area and use *spider climb* to return to the sacrifice chamber above. Falken Drango has managed to release all of the slaves from the wicker alligator head. He is calming them down currently by urinating on an altar made from shark skulls and yelling “See?!? See?!?” Mummified crows, corn dolls, and blood are splashed liberally on the altar.

Sindawe loots the dead wight.

Loot: masterwork scythe, magic ring, magic hide armor, a staff (*swarm summoning*), 212 sp, 20 gp, 2*150gp jet stones.

The pirates talk to the sacrifices and tell them they will be boated out. They have to recover the coracles, then escort the slaves out through the awful, awful temple's mud and waterlogged rooms. The larger group has to be taken outside in threes and fours. Once gathered outside they pile everyone into a swan boat. This takes many hours. Most of the slaves opt to go back to the plantation and their expected beating. Four of them opt for joining the free Tulita tribe nearby.

The slaves continue freaking out as they walk out of the swamp and its many terrors. They flee, mostly, upon hitting known plantation lands. The pirates escort the slaves wanting freedom off the plantation.

Pili Grass Huts of Escaped Slaves and Freeman

There are thirty warriors and their families in this village hidden near Port Shaw. Shaman Milliauka comes out to greet them. Sindawe hands over the four new guys.

Milliauka nods and suggests that they eat and bath. Bathe a lot. Falken Drango asks for Mwangi pickup lines as he hits on the Mwangi girls. They are given grass skirts to wear while their clothes are cleaned and dried.

Later they go to the chieftain's hut, where Milliauka introduces the chief by his many titles. The four ex-slaves are welcomed to the village. Mokoli Ali'i greets the pirates, but is uncertain about Falken Drango – everyone knows his reputation. Sindawe and the others tell me about the recently raided Dajobas temple in the swamp, including Jalarang the Dalang.

Milliauka gets super excited several times during the telling, then spews volumes of religious text and oral history at them. This all gets worse but more upbeat once the scrimshawed whale jaw bone of Mokoli Ali'i is brought out. Everyone is excited that the jawbone is back because it's one of the things the true chief always had and this will cause people to respect Mokoli as the true Ali'i. The chief and shaman promise immediate and future help for the return of the scrimshaw artifact, then give an info dump on what they know.

Some of the information is new, some old. The new stuff amounts to “some new ships have been reported missing” and that's more than usual for this time of year. The Good Day's Catch, a fishing trawler, has not returned to port – it went missing in the same area as the other ships.

The pirates head back into Port Shaw to get their magic items identified and get some well-deserved sleep.