

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 01/06/2019

### TODAY'S EPISODE: AWAY WITHOUT LEAVE

Our heroes and their vessel the *Chainbreaker* recently 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; true to form their clues take them to hunting for pirate captain Falken Drango's crewmen in the swamps near Port Shaw. But that leads them to gator men, hauntings, more disappeared children, a Dajobas shrine, religious fanatics, a giant shark, and a wight shaman. Some of the forces were attempting a Dajobas style sacrifice forcing the pirates to swim, not drown, and kill until the sacrifice was foiled. Then they returned to Port Shaw for some well-earned R&R and to sail for Garr Bloodbane's loot.

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 Ate the Crew*

Sindawe, Wogan, Serpent, and their new "friend" Falken Drango return to their ship, the *Chainbreaker*, docked in Port Shaw. Orders are issued to gather the crew up for a week's long excursion. It turns out the crew have been busy while in port.

- Falgor Finney, the innkeeper of the Run Aground Inn, was rescued from cultists by Stoke. He beat them off with a belaying pin.
- Orgon is on a winning streak in the Noose Races, thus explaining his newly acquired neck scars.
- Karomander found Wharf Master Creely's missing pet, a lap dog named Admiral Kingpin. He is waiving our docking fees as a result.
- Billy Breadbasket has been running a successful food cart at the Broken Skull.
- Club Breaker Cordell joined the Salty Dogs and is now familiar with their operations including members, hideouts, and income sources.
- Phamas Harcey delivered a baby for Elder Alister Kremlin, an elf aristocrat. Alister is the Taldor ambassador. Alister is long on family lineage and short on funds. And Phamas, Tiberiu, and Aelia rescued Alister and his wife from kidnappers. The "wife" is a colonial human woman.
- Thalios Dondrel found out that the alchemist, Sagacious Samuel, is also a forger. While working for Samuel he found a copy of the Garr Bloodbane treasure map used by the admiral. And that map was paid for by Hargrove.
- Wogan casts "ship tracking" on the *Albatross*, captained by Troy Perrin, to find that it cannot be located.
- Wogan's hat maker Dontorian was killed by a shark during a swim. Wogan inquires after his hat and to deliver his condolences. He is shown the corpse on display and its magical hat. The dead hatmaker's eyes snap open and he demands, "What's going on?" His missing

limbs and bites taken out are mysteriously recovered. This leads to a fight as Wogan declares, "Die were-shark!" Wogan shoots the haberdasher point blank, followed by attacks from Serpent and Sindawe. Serpent's axe kills the haberdasher. The pirate trio grabs the corpse's magic hat and runs out the back as the apprentice haberdashers ask hesitantly, "Is everything okay in there?" Wogan identifies the hat as one that will allow re-rolls when one fails against a save against a mind influencing spell. It can also be worn with a headband.

- The Dragoons found the *Night Slink*, Falken Drango's ship, abandoned and bloodstained.
- Feissian Hareskinner comes to Wogan with the truth about Garr Bloodbane's treasure, which he heard was really hidden in a widow's house in the Bawd district.
- Another crewman, Taunya, was pick pocketed by children, so that pirate is AWOL stalking children in town looking for the thieves.
- Another crewman, Eamon, lost his leg to an infection. Serpent helps him out with healing skills and some magic; the leg is still gone but it has graduated to "old wound".
- Pirro is laid up with an STD and is recovering at the Lavender Feather. The Lavender Feather is a day or two from opening thanks to speedy renovations. Lavender Lil explains that Pirro was interviewing the new girls and came down with a disease the prostitutes are not familiar with. Wogan determines that Pirro has ghoulish fever and casts *remove disease*. All four of the interviewees are identified. A private party is announced to bring those girls back in for an examination.
- Bel and Kahina are missing. Both are ex-slaves who joined the crew quite a while back. Kahina got a hold of something that made her look like Sevgi, who Bel has always been

sweet on since he was a eunuch (he got better) and seduced him. Sevgi found out... and that's about it. Questioning Sevgi reveals she's super angry at both Bel and Kahina, but she does eventually mention the Kraken's Gullet which is a super fancy inn in the Jade District. Serpent, Sindawe, and Wogan with Sevgi in tow go to that restaurant, which has a kraken theme going on. They check the sign-in book and found that someone signed in with Flavia. The desk man accepts a bribe to talk something about a bald man attempting to get into the restaurant and left when he could not. They eat at the restaurant where they spot several of the local rich elite. They find that Bel was going to purchase supplies for his ship which would be Old Fish's Discount Supplies. That store is an old bait and tackle store converted to general store. The operation appears to be a front for illegal goods; Wogan buys a hide away gun. Wogan is able to get the proprietor, Old Fish, to talk about Bel's visit; Bel purchased a poisoner's ring. They head off to the Jade / Bawd area in search of Bel. They find Bel in an inexpensive inn with a Kahina wearing a *bat of disguise*. Bel was going to murder Kahina or himself or both; Sevgi hates them both. Much domestic disturbance is had before the command staff finally hauls them all back to the ship.

- Luca Caletti is witnessed by a very drunk Tanned Hank being kidnapped by “maybe goblins?” and dragged off “to a dungeon.”
- Mitabu was in a poker game with Sagacious Samuel, Captain Mercy, Commander Bonaduce, and someone else. He stole the *Chainbreaker's* deed and bet it because he had a “sure thing.” He lost the ship to Captain Mercy as a result. She said, “Come see her to discuss conditions.”

- Blacktop Bill's ex-lover from a decade ago poisoned Courtland Breeden. Courtland stopped at the Lavender Feather where he got some medicine. Then he and Bill headed out with murder on their mind.
- Nemo got cut up in an alleyway robbery. He is healing on board the ship.

In all, nine pirate crew are unaccounted for when roll call arrives. Two are recovered (Kahina and Bel), three are not fit for duty (Pirro, Nemo, and Eamon), and four (Taunya, Luca Caletti, Blacktop Bill, Courtland Breeden) are still AWOL. And the *Chainbreaker's* title is in a bit of jeopardy.

## CAMPAIGN NOTES

### *Port Shaw Adventure Hooks*

- Shadow Stuff and Tammerhawk
- Shark Cults and the Stormdaughter
- Darrell Ravenkith – ghost's spirit put to rest.
- Natives want their chieftain back.
- Pirate captain Falken Drango wants help recovering his crew
- Scrimshawed whale jaw bone of Al'i – recovered and given to natives
- Map {Puzzle Island~ and vague directions to Garr Bloodbane's pirate treasure. The *Albatross*, a Port Shaw military ship, is going after the treasure.
- Running protection for Bone Gnawer's drug business.

### *The Port Shaw Rumors*

- Archibald is a missing Gozreh priest. Another replacement guy, Jalar, went missing a month ago en route to Port Shaw.
- 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.
- A Bonuwat elder buys his dragonsmoke 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.
- 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.
- Barrison Hargrove plans on enslaving all the Tulita on the Razor.

- An ex-dragoon Roland Lorange was onto something then got cashiered.
- Zander Vrim 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 4<sup>th</sup> 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 Arsonnee will go to prison for burned down warehouse or 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.
- “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 Garr Bloodbane'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 is search of treasure and never came back.
- Organized crime types (a leader type and two sub leaders) are involved in the dragon smoke trade and are operating out of the Barnacle.

### *Port Shaw People*

- Archibald Noeliss – previous priest of Gozreh, who disappeared.
- Belok, previous champion of Broken Skull fights. Massive half-orc.
- Brimmer – were-shark, murderous, and dead
- Captain Lester Farrows, a halfling pirate sails the Gallant. Dubbed Captain Sewer Weasel by Wogan.
- Captain Troy Perin of the Albatross – searching for pirate treasure.
- Commandant Bonaduce
- Cursed Spear – tavern in Bawd District
- Donavan Montgomery – drunk tour captain
- Effua – the mwangi girl rescued from the Cockroach King.
- Eron Chambers, the Dragoon's Sorcerer Supreme
- Falgour Finny the bartender at the Burning Camel.
- 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.
- Jalomar the Daylang – Dajobas priest type.
- Jessica McFarrows – kidnapped by Brimmer, rescued, and staying with Zalen.
- Lucinda – orphaned Tulita girl
- Mokoli Ali'i – native would-be chief

- Nokawaka – sole mwangi on the Port Shaw council is kept in check by his dragon smoke addiction.
- 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.
- Rabies – employee of the Broken Skull.
- Relgin – witnessed Brimmer’s crimes at fishing village. Cowardly cousin.
- Sageish Samuel, the big alchemist in town
- Sgt Darenar
- Shaman Milliauka – mwangi shaman looking to revive the old ways.
- Tanga, local guide to the semi legal attractions of the Bawd District.
- Wharfmaster Crecky – honest
- Zalen – priest of Gozreh
- 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.
- 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.
- Berttrum is on the list as are a number of other lower middle class "powerful" folks. Noeliss planned on meeting with Berttrum 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.

### *The List*

- whale jawbone that's "big mojo" to the natives
- Milliaulxa – native shaman, warns that the dragonsmoke is part of the problem ala "CIA put crack on the streets."
- Mokoli Ali'i – native would-be chief
- Archibald Noeliss – disappeared priest

- Gregory Bonaduce – commander of dragoons
- Sgt Danenar – sgt dragoon
- missing lighthouse keepers
- were-shark cult
- Sindawe’s brother, Ochiba, is fighter at Broken Skull
- Vague Mama Watanna prophecies
- Gargle Blood Bane, infamous pirate, has a buried treasure
- Sagacious Samuel Alchemist – missing assistant, customer bought up all alchemist fire, alchemist assistant’s body washed up on beach.
- Dragonsoke Ring – dream fog (new drug), Bone Gnawer, Garrig is local contact with two assistant’s a Barrett’s Barnacle.
- Salty Dogs – local gang
- Archibald Noeliss and Zalen the new priest
  - They send Opheila away and read the papers, which are 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 one of 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.

### *Tasks while in the South*

- Grandpappy Blackskull (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.

### *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.