

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 12/06/2020

TODAY'S EPISODE: ON THE RAZOR'S EDGE

Our heroes sailed the *Chainbreaker* from Port Shaw to find Garr Bloodbane's treasure, chase down Falken Drango, and kill were-sharks. They sailed to Beacon Island, fought a were-shark crewed *Nightslink*, investigated the murdered staff of the lighthouse, found an offshore entrance to underwater caves and. In those caves, they slew were-sharks, rescued their captured crewmen, slew Sindawe's brother, Ochiba, and drove the were-shark messiah, Dalang, back on his heels. They must now pursue Dalang into the saltwater pool.

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).

Dajobas' Shrine

Our heroes, Wogan, Serpent, and Sindawe, along with their rescued crewmen stand in a sea cave beneath Beacon Island. Most of the cave is a saltwater pool that has a stone peninsula leading from the entrance to the room's center. At the center on the rock is a shrine to Dajobas, Devourer of Worlds, the Hungry Maw, and procreator of the were-sharks that have been hounding Port Shaw and our heroes. The shrine's worshipers are dead, except for the Dalang, who stood his ground near the shrine, espousing Dajobas' virtue of singular power, cruelty and strength in mockery of all that the Mwangi hold dear. Dalang's speech and standing his ground was cut short by Wogan's bullets, harrying by the pirate crewmen, and Serpent's ax. He retreated into the salt water while transforming into a giant shark.

Wogan heals the heavily wounded Serpent. Sindawe leaves his dead brother impaled on an immovable rod and joins his comrades near the shrine. He points out two sharks he can see; he and Serpent agree to jointly attack the closest shark. Sindawe arrives at that shark and punches him with a stunning fist. Serpent joins him with a double move. Wogan slips his *Goz Mask* on which allows him to see clearly through the water – he notes the second shark is closing quickly with the melee. The stunned shark dies quickly. Serpent turns on the other shark with his ax.

The other pirates note that the water level begins rising quickly. Wogan orders them, “Retreat back that way!” They do so, running, wading, then swimming.

Wogan spots the churning water against the cave’s far wall and decides it is a variant of the *blade barrier* spell, especially upon hearing that it sounds like a swarming of sharks underwater. He swims toward the whirling shark teeth (*blade barrier*). Sindawe and Serpent join him there. Wogan points out a dark tunnel behind the whirling shark teeth, then explains he has nothing to take it down.

They retreat back to the adjoining sea cave where their crewmen wait: Big Mike, Claxton, Nemo, Melella, Arsonce, and Phamas Harcey. They are happy to see each other.

Sindawe dives into the water to search for loot and whatever. He finds a sharkery. He also spots an air pocket cave just below the surface. He enters that and finds his brother’s quarters; it is sparse.

Sindawe, Serpent, and Wogan return to the shrine room via an underwater tunnel that takes them deeper than the land tunnel. They find a locked chest full of jewelry, gems, gold and silver. That loot is dumped into Sindawe’s *bag of holding*. And they retrieve Ochiba’s body.

LOOT: Chest - 3000 gp in raw gems and jewelry, sacks of silver (2000 sp), and sacks of gold (1300 gp). Ring of protection +1, tattered robes, belt of giant strength +2, bracers of armor +2

Pursuit

The pirate crew are told to return to the ship's stores cave and investigate the crates there. Sindawe, Serpent, and Wogan return the shrine cave and leave thru the dark tunnel. The tunnel exits on the west side of the island in the ocean. The tunnel is too long for any human to swim without the aid of magic water breathing. They swim over to their ship, which is located in Beacon Island's bay.

Serpent remembers he has *water breathing* memorized, so they swim back to retrieve their crewmen from the sea caves. The goods are packed in crates (watertight, silk) and barrels (watertight, tea). The barrels are small enough that they can haul them out, but the crates are a many hour operation.

LOOT: 2 barrels of Heaven Gate's Tea (1000 gp / barrel) and five of the six silk crates (500 gp / crate).

Their crew welcomes them aboard after having them submit to a silver dagger pricking (were-sharks bubble when pricked by silver daggers). The crew and Falken Drango welcome the missing six pirates back heartily.

Marr Eiderson reports, "Captain, I figured out the puzzle of Garr Bloodbane's treasure map!"

Sindawe happily replies, "Tell us!"

Marr shows them how the song sheet is aligned to the map. The ship must be sailed thru a series of coordinates to follow an underwater channel.

The ship has already been repaired to the point where no section is broken and 70 points of damage remains across six sections. The main and aft masts has been restored to over half hit points. The foremast is fine.

There are two hours of daylight. The Night of the Shark is in three days, which is the height of the full moon... which is what Wogan was able to tell from some constellations painted on the ceiling of the Dajobas' Shrine cave. There's no way to get back to Port Shaw in three days, so they decide to continue repairs, rest, and make a run at Garr Bloodbane's treasure.

Serpent goes ashore to recover his snake companion, Saluthra. Night watches are set and repair crews are assigned for overnight.

Too Far To Go

Serpent, Wogan and Sindawe discuss getting a message back to their allies in Port Shaw. Serpent thinks it a stretch given the "in 3 days" timeline, but he will try with an *animal messenger*. Wogan casts *divination* from a scroll to learn more.

The *divination* is very clear: *Dajobas' followers are after the jawbone. With it Dajobas can return to this world. And then it's over. Unless you stop him.*

Wogan offers that he has 4-5 *wind feather tokens*, which combined with Serpent's *gust of wind* might give them a shot at returning to Port Shaw in three days. Except the number crunching doesn't back that up.

Their conversation is interrupted by a party on deck celebrating their impending looting of Garr Bloodbane's treasure. Sindawe lets them have 30 minutes of smuggled rum drinking, then puts them back to work. Nothing happens that night.

The morning arrives – the sun casts a shadow of the lighthouse across the bay to the Chainbreaker. Wogan and Serpent organize a medical triage to deliver *remove disease* on the probably and potentially infected crew. The operation goes well, but it isn't easy to tell if its successful or not.

Meanwhile Sindawe charts their course (38 profession: sailor). Then they set sail around Beacon Island. The three officers sail the ship ably to a final light thump against an atoll. The treasure is supposedly 3 fathoms down.

Wogan casts *water breathing* on himself, Serpent, and Sindawe. JJ the seamunculus accompanies them down.

The Razor's Edge

They find a shipwreck at the bottom, cannon and gear strewn across the bottom. The vessel is covered in muck and barnacles. Its name plate shows *Razor's Edge*. Serpent remembers that Bethany Razor's husband Jacob sailed out with Gregory Bonedeuce and defeated Garr Bloodbane, but with Jacob falling in combat, or at least that's what the official story states.

They climb a sand bank onto the ship's deck where they survey the damage. An unearthly green light appears near the mast and slowly forms into a ghost captain. They resist the urge to claw at their features. The ghost's features are that of a handsome man. They then resist the urge to flee. Everyone screams, "Your wife, Bethany Razor, sent us! Parley!"

The ghost stands down. They ask, "Your wife sent us to help you. To see what could be done to free you from this fate!"

The ghost points at his corpse. Stuck in the corpse's ribs is an ivory handled dagger with the initials "JB". Serpent guesses that it belongs to Gregory Boneduce. They ask the ghost more questions, but it is unable to respond verbally.

Wogan asks, "Do you want revenge against Gregory?"

The ghost uses its corrupting touch to rot the wood of the ship to form words, "Yes, the Ring of the Kraken."

Wogan says, "How can we put you to rest?"

The ghost responds with more rotted wood words, "Blood debt to Old Makana."

Wogan asks, "Where is Garr Bloodbane's treasure?"

The ghosts replies, "I will show you, after you free me."

There's only one piece of wood left to continue the conversation.

The ghost waits patiently while the three discuss what they know:

- Jacob Razor was part of the Wave Riders
- There are rumors of a Ring of the Kraken
- The Gozreh priest replacement is investigating them
- Gregory Boneduce and Jacob Razor went out fought Garr Bloodbane. They killed Garr and then Boneduce killed Jacob.

Their final question to Jacob's ghost, "Tell us where to find Old Makana and anything useful about him."

Jacob replies, "She lives on Pearl Eye (an atoll). Bring her dragonsmoke. Take my bones to Bethany."

They grab his bones and swim back to the surface. The sunken ship's ghost-rotted middle collapses and settles. A few of Jacob's personal gear items are also recovered.

They return to the ship where the crew are upset that there is no treasure. Violence is threatened until everyone calms down.

Serpent and Wogan urge Sindawe to call on his patron, the Wendo water goddess Mama Watanna, for a fast ship passage to Port Shaw through the spirit realm. Sindawe agrees: he gathers tin cups, rum, tobacco, and kaffe to gain her attention.