

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 04/25/2021

TODAY'S EPISODE: WHERE THE COMPASS POINTS

Last night our heroes of the *Chainbreaker* and their allies saved Port Shaw from a were-shark plot to bring Dajobas the Devourer into this world. Many, many people were killed by Dajobas' were-shark followers before they were put down with blade and bullet. Those that remained had their lycanthropy curse removed by Pele. This morning the streets are still sticky with blood and littered with corpses. Terrified citizens remain in hiding with only a hardy few venturing out to seek missing friends and family. Our heroes have decided to pick up the pieces from last night.

Our 9th 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).

The Day After the Bloodbath

Wogan, Serpent, and Sindawe and some of their crew spent the early morning hours looting an unguarded warehouse. Local notorious pirate Falken Drango inspects those shipping containers and documents, then informs his friends that these goods cannot be sold in Port Shaw because there's too much identifying them as stolen and too many people that might recognize them. He recommends selling at one of the many cargo pits on the Razor Sea, where such goods are bought and sold with very few questions asked.

Wogan, Serpent, and Sindawe sit in the Lavender Feather's small kitchen discussing their next move over tea, cold fish stew, and fruit while the incumbent prostitutes and their pirate crew members slumber.

- sell loot
- bury the dead – their own crew, some friendly locals, and more than a few corpses on the streets and alleys around the brothel.
- Their own dead will be returned to the *Chainbreaker's* cold locker for later burial at sea. Those dead are Stoke, Wekk the Cloven, Kunto, and Erina (a friendly hostage). Wogan inquires about returning Stoke's worldly goods (+1 breastplate, +1 mace) to his wife, Tegan. Orders and notes are made to store Stoke's magic breastplate and mace for that event, though Wogan is saddened to hear that Tegan is in a faraway port.

Sagacious Samuel's Magic Emporium

Serpent takes a small hand cart pushed by several pirates to Sagacious Samuel's Magic Emporium. The store is closed and locked tight against the previous night's chaos and the possible follow-on waves of looters. Serpent's constant pounding summons Samuel. Serpent describes his goods: a chest of bone devil summoning and another chest of five wyvern eggs. They haggle. Samuel agrees to sell the chest for a 30% commission and 1000gp up front, since a) it is a dangerous device, b) the clientele for that item are dangerous, and c) he is an excellent haggler. He doesn't deal in creatures, but recommends that they might try to sell the eggs to the Dragoons' Sorcerer Supreme, Aeron Chambers.

Serpent buys some larger diamonds too to fuel a *raise dead* spell for Stoke, one of the *Chainbreaker's* gunners. Elsewhere in the city Sindawe and Wogan cry out! Serpent's generosity

toward crewman Stoke proves he was never a doppelganger... or that the doppelganger has upped his game again.

Samuel closes his cash register then recalls Serpent's comment, "I am going to pick up the wife after this."

Samuel offers, "You know I sell performance enhancing lotions and oils here. Guaranteed to get your neighbors up in arms about the noise... lots of noise over a long period of time."

Despite Serpent's cold stare, Samuel continues, "You know... lots of noise by your wife..."

Serpent shrugs, "I have never needed such a crutch. Besides, such tricks would not work on my wife. She is a serpent."

The *Chainbreaker* crewmen with him are much more interested and start digging coins out. One remarks, "Aren't they all serpents?!? Ha! They are! Sexy serpents!" He holds up his hand for a pirate high five. Serpent just stares at him.

The deals done, Serpent leaves the crewmen to see themselves and the cart back to the brothel. He departs for home.

The Church of Gozreh

Wogan walks to the Church of Gozreh to check on Father Zalen. He finds the priest hard at work caring for the wounded and shell-shocked citizens converging on the church. A large crowd outside is whipping itself into a mob by arguing among themselves on when the next attack will come and when those bitten by were-sharks will themselves turn.

Wogan and Zalen join forces to calm the crowd, assuring them that the were-sharks have been put down and that Gozreh and Pele have removed the lycanthropy curse from all bitten. The

crowd disperses quietly, allowing the priests to tend to the wounded. Many healing bursts, spells and bandages are used.

The pair take a break later that day over small mugs of rum and fruit. Wogan asks Zalen about his father's hammer which was found in Sgt. Darenar's hands last night. Zalen offers that the weapon might have come honestly to the sergeant as he never asked his fellow adventurers the Wave Riders what happened to it. Wogan nods but adds that Darenar's possession of the weapon might point to dark designs. What are the odds that a heroic paladin is slain by a kraken, his weapon ends up in the hands of a corrupt Port Shaw dragoon, and that same dragoon is later part of the Night of the Shark?

Zalen agrees.

The Lavender Feather

Sindawe gathers the *Chainbreaker* crew present at the Lavender Feather. He tells them that they have an opportunity right now to grab some loot while the city remains stunned by last night's massacre. They will go on corpse duty, collecting the dead on carts or horse drawn wagons (if such can be stolen). They'll rob the dead and unattended homes. They'll carry a few corpses with them as cover. And if anyone really eyeballs them, then they will take the dead to the large plaza outside the Gozreh Church and go out for more. He also reminds them to tell everyone, "The plaza outside the Gozreh Church will be used to gather the dead for burial and the wounded for healing."

Tommy volunteers to lead the corpse crew and adds, "We can charge people to haul away corpses too!" He takes Thalios, Dum-Dum, Tanned Hank, Gareb, and Crazy Jake with him. They start by loading up the dead inside the brothel.

Klangin is left to guard the brothel. Sindawe orders her to lop off one dead man's head, Tall Jim, reasoning, "The one man was killed by poisoned fruit so he might be needed for questioning later." Tall Jim's headless corpse is tossed onto the cart in the alley.

8 Heads in a Duffel Bag

Sindawe throws his head sack over one shoulder, then hurries to the location from last night where they met and killed Sgt Darenar's dragoon/were-shark patrol. It was self-defense since the dragoons were all were-sharks and bent on murdering Sindawe and his friends. The bodies remain in the alley where they were dragged after the fight and quickly hidden under and behind garbage. He examines the corpses and guesses that half of Darenar's patrol were actual dragoons and the other half were sailors and other locals dress in the uniforms of dead men. He cuts Darenar's head off and add it to the head sack, then follows with three more heads off of the dead patrolmen.

A door opening into the alley stops Sindawe from removing a fifth head. A female shopkeeper steps into the alley to throw out garbage. She notes the corpses and the bloody Sindawe.

Sindawe states calmly, "This alley is notorious for its effects on memory and sight. Most people cannot remember what they saw and heard here!"

The woman stares back then replies, "If you buy some of my goods, my memory will work exactly like that."

Sindawe shrugs and enters her shop. 30 gp lighter, he leaves with a Gozreh themed metal fish icon. It hangs on a necklace and contains a hidden marlinspike.

Sindawe finds his ship at the docks, where he drops off the head sack in the head barrel then checks on the crew.

Next he checks in on Jenkie Barnes and Captain “Shakes” Montgomery. The pair had spent the night aboard their sloop, *The Vintage*, retrieving corpses and wounded from the water. The docks this morning are lined with those retrieved from the waters. Brave citizens search among them for missing friends and family. There are still many unclaimed.

Sindawe boards the *Vintage* and talks to Jenkie for a bit. Captain Montgomery is asleep after downing several rum bottles. Sindawe tells Jenkie that the Gozreh Church’s plaza has been opened to care for the wounded and identify and likewise care for the dead. Pass it on.

Sindawe’s next stop is the Kraken’s Gullet where they battled were-sharks to save the shaman Milliauka and a precious Tulita artifact. He is surprised to find the place buttoned up tight given the last he had seen it was a corpse choked slaughterhouse. He knocks on the front door until a rough voice man yells back, “What? Go away! We are closed!”

Sindawe spends awhile convincing the guards to open up and talk to him. He had planned to look for valuables and records, but talking to people is fine too. He asks after Captain Bethany Razor to which the guards tell him: She is out of town; her ship the *Gozreh’s Whore* has not been in port for a while and she has an apartment somewhere in the city but they do not know where.

Sindawe tells the guards, “Hey, after all of this guarding you guys should relax at the Lavender Feather. It is a nice little brothel near the haberdashery. And if you are short on coin that nice silver fixture on that wall back there will do nicely. After all, I don’t remember it being there right now. Heck, it’s probably been missing all night.”

One of the guards, “That’s a good idea...” Sindawe leaves while the guards argue about stealing on the job.

He returns to the Lavender Feather to ask the brothel workers about the Salty Dogs gang which went missing late last night. Ophelia is able to name wives and family members of some low-ranking gang members. He then takes a well-earned nap with Ophelia after gifting her the Gozreh themed necklace.

What Next?

Serpent and Sindawe eventually link up with Wogan at the Gozreh Church to discuss their next moves. They sit down on the church steps as night descends, passing around Wogan’s rum flask. Wogan is eager to chase down the witch Old Makana to clear Jacob Razor’s blood debt, then grab Garr Bloodbane’s treasure. Serpent wants to sell some more loot. Sindawe wants to stick around for a while and put paid to the Ring of the Kraken, the Salty Dogs, and get some intelligence.

They come up with a list:

- Repair the *Chainbreaker*, which has been through two battles and a tsunami. It has been shot up, rolled, masts broken, and burnt.
- Retrieve crew and allies hiding out with the Tulita, including four sick crew, some healthy crew, Serpent’s wife and kids, and Jalia Ramirez and her orphans.
- Talk to the Wave Riders about... well everything: the Ring of the Kraken, the Razors, Bonedeuce, Solomon and his hammer, the Phantoms and anything else they care to discuss.
 - They can bring Father Zalen along, but that might upset some of the Wave Riders.

- Only Belok Talorg and Jalia Ramirez ever visited Father Zalen to pay their respects.
- Query Sgt Darenar's head about Solomon Trafalgar's weapon and the were-shark business.
- Gather the *Chainbreaker* crew – slowly pay out any loot shares, assign them duties and paying jobs (if any).
- Find the Salty Dogs – ask nicely “where's my money”, be prepared to bury a bunch of them.
- Investigate the Ring of the Kraken – capture and interrogate.

Gimme My Ship

Falken Drango shows up later in the evening and eventually asks after the *Nightslink*, his ship. He lost his pirate vessel to were-shark pirates, who in turn lost it the *Chainbreaker*. A prize crew is currently sailing it back to Port Shaw for a reward or more happily add it to the *Chainbreaker* squadron.

Falken also tells them that the port authorities are more likely than not to seize the ship without reward or restitution. He negotiates for his ship. He offers a marker to come fight alongside the *Chainbreaker*, to sell the latest pirated loot and keep anything over 4500gp, and the partnership on a big score he has the details on. That score is a whaling vessel stuck in a Sargasso sea; it should be loaded with ambergris and whale oil. If the *Chainbreaker* helps recover the whaling vessel, then they will split the loot 50/50. If not, Falken will give them 10%.

Wogan, Serpent, and Sindawe negotiate with Falken and reach an agreement (the one outlined earlier). Then they discuss getting to the *Nightslink* before it makes Port Shaw. Wogan and Falken explain that they can hire Captain Montgomery's ship to meet them a day or two out from the port.

Falken asks if he can poach some of the *Chainbreaker* crew. Wogan whispers to Sindawe, “We’ve lost some talent and some numbers lately, we can’t afford to lose many more”. Sindawe and Wogan begrudgingly agree that he can have any of the prize crew members that agree to sail with him. Wogan is hoping to be rid of Slasher Jim. Sindawe asks Falken if he would want any Salty Dogs or other folks that they want out of town. Falcon says that he would accept shanghaied crewmen.

Loose Ends, Adventure Hooks, and More

There is an out of character discussion about what the player characters know, what they might want to know more about, and adventure hooks. This results in multiple lists:

Who are the Wave Riders?

- Solomon Trafalgar – slain by a kraken
- Xander Brim – washed up wizard
- Jalia Ramirez the rogue – runs a gang of orphan thieves
- Captain “Shakes” Montgomery of the Vintage and his loyal first mate Jinky Barnes
- Belok Talorg, a mean half-orc currently employed as a pit fighter
- Aeron Chambers – sorcerer supreme of dragoons
- Honorary member by blood - Father Zalen

Other notable persons:

- Gregory Bonedeuce – Head of the Port Shaw Dragoons, helped defeat Garr Bloodbane, murderer of Jacob Razor. Currently at sea aboard the *Bonedeuce's Pride*, a large warship. He sailed before the Night of the Shark.
- Bethany Razor – Pirate, sometimes good citizen of Port Shaw, widow of Jacob Razor. Currently at sea aboard her ship, the *Gozreb's Whore*. She left before the Night of the Shark started.
- Jacob Razor – Hero slain in battle with Garr Bloodbane, but actually murdered by Gregory Bonedeuce. His ghost seeks release from a blood debt to the witch, Old Makana, located in the Pearl Eye Atolls. Our heroes have promised to free him from that debt... and sell his soul, part time, to Papa Legba.
- Troy Perrin – possibly an honest Dragoon officer and captain of the *Albatross*, a military ship. Bonedeuce ordered the *Albatross* to investigate the latest rumors of Garr Bloodbane's treasure. The ship has not been heard from in weeks despite one or more various sightings near the Pearl Eyes Atolls. Wogan has run a ship location spell on *Albatross* hull wood several times: the ship is cloaked, the ship is sunk near Hot Springs Island, and no location.
- Jacinth Deepwarder has information on Hot Springs Island, because she's half-elf and wants to know more about the elves. HSI is full of elvish ruins. Her father is Viscount Haughty Deepwarder an important and powerful man, whose influence reaches even Port Shaw.
 - Our heroes have a map of the island from Jacinth Deepwater. And another map from the gnoll drug supplier Bone Gnawer.
 - Our heroes found a Deepwarder silver signet ring (250gp) beneath Port Shaw.

- Recently, Sindawe mailed a letter plus the signet ring to Jacinth. He requests her presence and elven ruins “expertise” when the *Chainbreaker* investigates Hot Springs Island. And the influence of her family in greasing the wheels.
- Old Makana – a witch holding the blood debt to old Jacob Razor, she lives in the Pearl Eye Atolls.
- Councilman Nakuakua (Tulita) – dragonsmoke addict
- Aeron Chambers – ex-Wave Rider, gambler, and possible thief or confidence man.
- Tall Jim – murdered by poisoned fruit (dark reaver powder) at the Lavender Feather
- Sgt Darenar – Port Shaw Dragoon and possible Dajobas worshipper. Killed by heroes in self-defense.
- Dragon Smoke Distributors – Bone Gnawer, Gerrig (Salty Barnacle)
- Ring of the Kraken – Fr. Noeliss uncovered them and then disappeared (his replacement, Fr. Jalar, became the high priest of Dajobas instead, and his replacement, Zalen Trafalgar, is the son of Wave Rider Solomon Trafalgar).

This group gambled with crewman Mitabu where the *Chainbreaker's* deed was at stake. One or more of them obviously conspired to arrange those circumstances. They need to pay restitution, die, or come up with a really clever explanation.

- Bethany Razor
- Sagacious Samuel
- Gregory Bonedeuce
- Aeron Chambers

Future persons and things to run down:

- Elias Tammerhawk, sneaky serpent man and phantom lover
- Stormdaughter, pirate queen with a bunch of mages on her ship the *Crimson Shark*
- Garr Bloodbane's treasure (involving Jacob Razor's ghost and Hot Springs Island).