

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 05/23/2021 TODAY'S EPISODE: LAW AND ORDER DRAGOON STYLE

Our heroes of the *Chainbreaker* have just finished dinner and conversation with Barrison Hargrove as thanks for having saved Port Shaw from a were-shark plot to bring Dajobas the Devourer into this world. Hargrove pressed Dragoon Sorcerer Supreme Aeron Chambers to give our heroes access to the crime records and the prisoner Tambu, one of their anti-were-shark allies. 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).

Our Man Tambu

Sindawe and Wogan wake up in Serpent's living room to Hatshepsut's baleful gaze. She urges them up, then drags the sofa they slept on outside for airing out. She repeats several times, "You leave now." Serpent comes downstairs about then. "I think we have food and tea in the kitchen." Hatshepsut grunts as if indicating, "That stuff is for family and guests, not sofa crashers."

They sit down to breakfast and discuss going to Fort Stormshield and how likely Aeron Chambers is to murder them all. Serpent and even Wogan don't agree that is likely to happen, but they discuss options for exiting the fortress not through the front gate, which is very heavily guarded.

They depart, crossing the city to arrive at Fort Stormshield. It sits atop a hill, has a tall stone wall topped with fortifications and cannon patrolled by five separate teams of two dragoons.

At the gate they present their Barrison Hargrove signed letter which states “Let my friends in to see the records and recover their man, Tambu... I am incredibly rich and live in a big house”. Five dragoon troopers and two sorcerers guard the gate. One of them, Sgt Lowgas Thrif, accepts the letter, eyes it suspiciously, eyes them suspiciously. A sorcerer reads over his shoulder, whispering the content to him. The Sergeant then asks, “You want that Tulita chap?”

Sindawe nods, “Yes, we want our man Tambu. He’s a great hero! Killed many were-sharks in that dust up a few nights back. Escorted the great councilman, Nakuakua, safely through all of that.”

Serpent stares with dead eyes at the Sergeant before stating, “He is our friend. Not the councilman. The other one. <long pause> Tambu.”

The Sergeant assembles an escort of himself, a sorcerer and three troopers to guard/guide for our heroes the fortress’ brig. They walk through the courtyard, passing its many additional structures including stables, latrines, kitchen, cantina, practice grounds, lecture area, and more. The place is more military than law enforcement. There is also a covered stone tunnel from the fortress down to the military docks, where *The Sea Snake*, a frigate larger than the *Chainbreaker*, is anchored. Our heroes estimate the fortress currently houses about one hundred dragoons, more if it is war.

The Sergeant tells them along the way that the Tulita are behind the recent were-shark business. Sindawe counters with “No, it was the pirates and others”. The Sergeant spits and agrees it was Falken Drango. And the Tulita. Luckily, the Dragoons are on the job, keeping Port Shaw safe for the foreigners. Wogan whispers to no one, “Well, at least the rich ones.”

They enter the brig which assaults their senses with odors, stains, and sounds. Mostly of the urine, feces, blood and pain variety. Sergeant Thrif tells the half-orc in charge, “Loragg, these men are here for the prisoner.”

Loragg nods, inhales then shouts, “Salem Vin! Guests!” The terror and pain induced screaming in the distance stops.

Everyone looks around expectantly until Loragg explains, “He’ll be out in few.”

Tambu is one cell in this central chamber, looking somewhat the worse for wear. The cell next to his contains two weedy looking locals, possibly of the dockside worker/criminal variety.

Serpent engages Loragg in a staring contest that is not verbally initiated. Instead, it is engaged in an etiquette manner that only bullies and psychopaths understand. Serpent breaks the stare first, shudders and tells Sindawe and Wogan, “That one is a dark spirit!”

Sindawe asks Tambu, “Do you know these two (indicating the other prisoners)?”

Tambu shakes his head, “No.”

Wogan asks the other prisoners, “Are you two Salty Dogs?”

They agree they are not but could be if it gets them out of this cell. From there they drift into other subjects including, “Tulita are the worst”, “We don’t belong here because all crime is done by them Tulita”, and worse.

Salem Vin finally walks in from the torture chamber. He is a tall, cadaverous man who introduces himself as, “I am inquisitor Salem Vin. You are here for one of our guests?”

Sindawe excitedly asks, “You are an inquisitor? A man learned in the dark cults and religious practices that plague mankind?”

Vin shakes his head, “No, an interrogator of the flesh.”

Sindawe does not hide his disappointment, “Oh, one of those.”

The brig guards remove Tambu from his chamber while our heroes and Vin make small talk. Mostly this boils down to Vin explaining the locals (Tulita) are all liars and in bed with the were-sharks, despite Sindawe's protests. Vin also tells them he wants a crack at one of those Tulita shamans. Sindawe mentally notes, "Vin is a terrible human being and offends my sensibilities. He should die."

Sindawe decides that luring Vin into a trap baited with a Tulita shaman is his best approach, so he inquires about the price for a shaman or information leading to one's capture. The bounty seems to be based off of the Dragoon emergency funds, so likely 250 gp or 50 gp for solid information.

Vin points at one of the remaining prisoners to be taken into the torture room.

Our heroes, plus Tambu depart the brig, while Vin's next subject screams in horror.

Paperwork

Tambu is free in the sense that he will be leaving Fort Stormshield with our heroes but remains manacled. According to Sgt. Thrif, this is for his safety. And he will be unchained at the gate. Wogan heals Tambu's wounds.

Sgt. Thrif asks, "Is that all?"

Sindawe points at Barrison's letter then explains, "The writ also gives us access to the Dragoon policing records. We want research various incidents in the city."

Sgt Thrif arranges for his literate Dragoon Sorcerer, Torche, and just three troopers to escort them to the records. He heads off to perform proper Dragoon Sergeant duties like yelling, screaming, taking bribes, busting heads, and failing to stop crimes.

Their escort takes them to the Records Room, which is room guarded by a heavy, locked oak door and another dragoon sergeant.

Our heroes: “We want records!”

Sgt Records: “No civilians!”

Our heroes: “We have a writ from Barrison Hargrove.”

Sgt Records: “Tell me what you want and I’ll get it for you.”

Our heroes: “Information on disappearances, human skin piles (like a glove), and other unusual occurrences around these dates (Sewer Sahuagin, Child Kidnapping Sewer Ogre, early were-shark encounters). Falcon Drango sightings (all of the dragoons present spit!). Please pull the investigations into those.”

Sgt. Records dutifully pulls the records, which is an impressive collection of paperwork not so carefully stuffed into poorly marked boxes. Serpent and Wogan slowly realize they are going to have to pitch in or wait a very long time.

Sgt. Records proudly explains, “Read up! Records closes at 5 PM.” He and Sindawe realize it is not nearly long enough to read through the papers.

Sindawe replies, “Sergeant, would you help us? I think it would be worth 50gp. And maybe these troopers too? You can suggest an appropriate wage for them.”

The trio of dragoon troopers are attentive at the mention of being bribed to do their jobs. It is what they live for.

Sgt. Records, rarely getting to wield power, quickly points at each of three troopers, “18gp for you, 12 for you, and 10 for you.” The 10gp trooper exclaims, “Hey!” But consents to help anyway.

The GM calls for a linguistics skill check to get useful information out of the assembled paperwork. The dragoons, Serpent and Wogan assist Sindawe for a total roll of 38. The GM asks the players a few more questions for direction/clarification then decides the 38 gets them the following:

- How is the dragoon paperwork done, including why, forms used, signatures and other identifiers. Sindawe slyly pockets a number of these as examples.
- Reports linking our heroes to Falken Drango. Sindawe pockets these too.
- The missing person reports will never include the natives, sex workers, homeless, or common visiting sailors. They don't matter to the important people so don't matter to the dragoons.
- 14 missing person reports that are unusual for in that they are not linked to an initiating event like "bar fight", "love triangle", or "last seen with criminals".
- The missing person reports include a form that covers sex, race, name, last seen, what they were wearing, reported by, important person check box (applicable to disappeared or complainant), and so on.
- Six of those 14 disappeared persons returned, so the form is marked "no longer under investigation". Two of these are wealthy, prominent, and well-placed people. The others are at least some level of legitimate citizen.

Wogan reviews those records for a Port Shaw resident <name lost to poor note taking>, because that man was actually a phantom they previously met and killed. The reports show he disappeared, reappeared, and disappeared again. Interestingly enough, the Dragoon paperwork rules have clearly decided that "disappeared, followed by reappeared, followed by disappeared again" means "that person wanted to disappear" so mark that form "no longer under investigation".

Wogan remarks, “These are good matches for folks replaced by Phantoms. They’re gone, they come back. We should follow up on those folks.” Serpent and Sindawe nod in agreement.

Our heroes speak Aklo in front of the dragoons after deciding that even the dragoon sorcerer doesn’t speak it. They use Aklo to discuss document theft and Phantoms. The conversations are limited because the sorcerer believes they are speaking a local, native tongue and objects, as it’s illegal to speak native tongues in city limits.

Sindawe, Serpent and Wogan transcribe the important documents that they do not steal outright. The document theft is achieved by Serpent causing a disturbance while Sindawe shoves documents into his pack.

Serpent stands up suddenly, dropping papers from his hands. He howls, “No! I was born to slay my enemies! I am wasted on paperwork!”

His howl becomes a scream of rage. His skin turns greenish and gains scales as he unleashes a serpent totem transformation!

All of this alarms the dragoons who shout, “Stop! None of that here!” They pull back, draw weapons, and vie for the position of “not the first guy to swing at the crazy barbarian”!

The sorcerer casts *cause fear* on Serpent who fails to notice the emotion! The sorcerer’s hands begin pulling up a damage spell!

Sindawe and Wogan stuff key documents away in their packs.

Serpent decides he has pressed this as far as safely possible. He stops transforming, visibly calms down, then explains, “Sorry. I just hate paperwork so much. It killed my brother!”

Several dragoons reply, “Yeah, this stuff sucks!” The rest move further away from Serpent.

The records review circle doesn't last much longer after that. Sgt. Records begins putting them away.

Wogan asks the sorcerer, "What is your name? You handled yourself well. *Fear* is an excellent spell to lead off with as it clears the riff-raff!"

The sorcerer replies, "My name is Torche! Yup, I love casting *Fear* while on patrol."

Wogan nods at that.

Serpent walks over to them and asks, "Torche, my sources tell me Ah-ah-ron Chambers would be interested in wyvern eggs."

Torche flinches back from Serpent, but replies, "The Sorcerer Supreme is busy right now."

Serpent smiles an unhappy smile, "I was told he wanted a wyvern egg. He really wants to raise one as a mount. He will look very powerful and important riding such a creature!"

Torche does some quick mental decision making, then replies, "Yes, I see your point. I will take you to Ah-ah-ron right now!"

Torche is true to his word. He leads our heroes back to the courtyard and over to the firing range. There he announces, "I will get the Sorcerer Supreme" and moves quickly away.

Our heroes and their escorts wait for a while. Passing dragoons eye them suspiciously. Sindawe thinks, "This is where Ah-ah-ron will betray himself by attacking us!"

Sindawe is elated when two fiery bolts streak down from on high to set a pair of practice dummies on fire. Then a levitating Aeron Chambers descends down from a tower to hover over the courtyard's muddy ground.

Aeron, "I hear you have some wyvern eggs for me!"

Sindawe's disappointment is almost physical.

Serpent replies, "Right here!" He unties a wooden chest attached to his back. Once safely on the ground he opens it to reveal five wyvern eggs. He continues, "My druidic skills allowed me to pack them for optimal warmth and safety. They will grow to be loyal and strong."

Aeron stares a moment at the eggs with avarice before replying, "How much?"

Wogan takes over the negotiations and gets 300 gp per egg. Serpent agrees.

Sindawe is disappointed that Aeron doesn't try to kill them.

The eggs are handed off to dragoons bearing linens and new containers.

Exit Plans... Just leave the building

Our heroes plus Tambu leave Fort Stormshield through its front gate. Sindawe is disgusted that the bad guys, represented by Aeron Chambers, are too lazy or stupid to jump them here mostly because he was looking forward to killing a big pile of dragoons.

But sometimes the gods give something back. As they are leaving, our heroes are passed by a small group of dragoon recruits. These men and women are in street clothes with their recruitment status marked by arm bands in the dragoon colors (mint green, blood brown). They recognize them as rank and file Salty Dog members.

The dragoons on duty let them in and forward them to the training area. Sindawe, Serpent and Wogan watch them until the gates close. Meanwhile a dragoon removes Tambu's manacles.

Once clear of the fort, Tambu tells them, "The dragoons arrested me when we reach councilman Nakuakua's house. They beat me a few times to find out what was going on. They think we are in cahoots with Garr Bloodbane and the Shark God."

Serpent and Sindawe tell Tambu, “That sucks. Expect more of the same, because the dragoons hate the Tulita. Also, you have to convince your people to move their hidden village. If you are asked, tell them to move it. The dragoons are looking for your shaman and too many people have been through your secret village recently. Someone will give your people up. It will be a matter of time before it is found.”

Tambu nods.

Serpent asks Tambu, “What is happening with the Mwangi here? Are your people enslaved?”

Tambu explains, “Technically there is no slavery in town, but it is straight up slavery on the plantations. The dragoons send escapees back to the plantations. We can’t speak our language or do native custom things here in the town.”

They escort Tambu back to the secret village, mostly because of PTSD and the possibility of the dragoons picking him up again. Then they return to town so it is the evening when they finally arrive at the Lavender Feather.

Evening at the Feather

The Feather’s business is doing better, which proves that the city is recovering from the were-shark brutality.

They look for Tommy but he is engaged in the basement (sex work), so they tell Lavender Lil, his woman, that they need someone sneaky to follow the Salty Dogs from Fort Stormshield back to their new hideout. Sindawe tells her, “Send Tommy or Mitabu. Anyone else might tip our hand.”

Lil shakes her head, “Tommy’s the one with one of those with cypher glyphs. If we want him to watch this place for phantom activity, he can’t be gone for long.”

Sindawe, “Oh yeah. Good point. Mitabu it is then unless Tommy thinks he has a good window.”

Eventually Tommy emerges, with a satisfied looking half-Mwangi-half-elf woman.

Wogan asks Lil, “Do you have anyone on overwatch outside?”

Lil, shakes her head, “No. Everyone is busy partying.”

Sindawe asks, “Do any of the girls have dependents that need work?”

Wogan, “How old are these ‘girls’? They have kids?”

Sindawe, “What? Am I checking ages? Women are mysterious creatures that can have children early in life and still look awesome decades later.”

Wogan, “Yeah, they are mysterious.”

Both look back to Lil who replies, “I’ll ask.”

Wogan, “We will dig someone up from the crew too. Sindawe, let’s go check on the ship.”

The Love Boat

Soon enough our heroes head out for *The Chainbreaker*, which is of course docked in the harbor. There they find that Tasty Mike, according to rank, is in charge while Big Mike recovers from wounds and illness.

Tasty Mike tells them:

- The ship is about 50% staffed.
- Repairs are ongoing. Wogan inspects and determines they are going well and on time.

- Mitabu has been acting strangely and spends most of his time in the crow's nest.
- And to Sindawe alone, "Wogan's girlfriend, Rucia, has been seeing Falken Drango.

About that time a squad of shady sailors come up to the gangplank. It turns out they are Falken's recruits, crew for his Nightslink, which our heroes have agreed to return to them.

These new companions are stowed below decks. They are:

- Saenan - overweight woman with ruddy skin, short-cropped brown hair and quiet, searching eyes. Wearing shabby leather armor and a bill hook.
- Kasus - furtive-looking younger man with ruddy skin, short black hair and with a bill hook in one hand. Wearing poorly-maintained leather armor.
- Fothad - lanky younger man with sun-darkened skin, wild dark hair and frantic, darting eyes. Wearing shabby leather armor.
- Rodge - broad-shouldered man with darker skin, wild sandy brown hair and a wiry, weathered look wearing sturdy leather armor and a handaxe.

Sindawe issues orders to Tasty Mike, "Isolate them. No one talks to them, don't put them to work, don't let them outside, and if they break these rules or anything else that rubs you wrong, then deal with it. Beat them, kill them as needed."

Falken's new crew are members of an extended family. Sindawe tells them, "Stay here. Be quiet. Don't talk to anyone. Food and water will be brought to you. Don't screw up on these rules."

After that, our heroes climb the mainmast to join Mitabu in the crow's nest. They determine that he has been living up here for a while. Mitabu is evasive about sleeping, eating and his current obsession with fresh air. Serpent asks about drug use, which Mitabu denies. Unable to make headway with Mitabu, Sindawe decides to assign him the job of following Salty Dogs anyway. Mitabu agrees. Sindawe gives him the details and says, "We'll be back tomorrow evening for a report."

Xander Brim, ex-Wave Rider

They move out into the dock front to find Xander Brim, which involves tracking rumors and sightings by the locals. Luckily, Wogan's demeanor gets them some leads.

The Flying Pachinko Parlor is packed shoulder to shoulder with dock workers playing simple games of chance. They find Xander sitting at a table that doesn't have an active game. But it proves to be a simple illusion of Xander throwing the dice repeating, "I'm gambling here!". They look around for Xander again.

They find him in a side room, drinking alone. A lone waitress keeps his mug filled in between working the tables in the common area. The small room is large enough to contain Xander, a table and chair. Our heroes crowd in anyway.

Xander demands drinks and employment. Our heroes ultimately decide to hire him on as the "ship's wizard" after hiring him for the night at 200gp. They ask Xander questions, who answers in the fashion of one nursing a deep, jagged grudge against ex-friends, enemies, and fickle fate.

- How did Solomon Trafalgar's war hammer get into the hands of and how it might have gotten into Dragoon Sergeant Darenar's hands. He initially considers this an accusation and

requires mollification before he continues. Answer: Ask Aeron Chambers, that fake wizard is a bent jackass.

- Xander rambles about rich people. He mentions Deepwater, Samuel, and Bonedeuce are all pursuing Bethany Razor romantically.

He is told to report to the ship. He seems happy to have work, as he's fallen on hard times and had to sell off most of his belongings.

The game session ends here with our heroes deciding on which Wave Rider or trouble to pursue next.