

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 06/06/2021

TODAY'S EPISODE: STEALING SORCERER SUPREME

Our heroes of the *Chainbreaker* spent last chapter rescued the heroic Mwangi warrior Tambu from Fort Stormshield via PAPERWORK! The dragoons just handed him over. Then went through the dragoon investigation records by force of PAPERWORK! Again, it was handed over. Then they sold wyvern eggs to Dragoon Sorcerer Supreme, Aeron Chambers, because he wants a decent flying mount. And he just paid them the agreed amount. Not once did Aeron Chambers try to kill our heroes during their visit and since they suspect he is major villain in league with the Kraken Ring, well that just makes him lazy, stupid, or waiting for kill orders.

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).

Shopping Spree and Ship's Wizard

Yesterday, Wogan, Serpent, and Sindawe talked to Xander Brim and hired him as ship's wizard, retrieved Tambu from the Fort Stormshield prison, reviewed the dragoon records on disappeared persons, 3-4 of those are probably phantoms, and found out the Salty Dogs have been deputized. No one is sure what to do with this information yet, so they review the list of missing persons who returned and are now probably Phantoms:

- Elder Alastair Crimmeran is a city councilman
- Maestro, guild master of Bounty of the Razor

- The remaining four are less important though still leave in society tiers that demand investigation when they go missing: Bello, Letta, Sallo, and Singling.

Serpent then announces, “I have a lot of cash and want to spend it on expensive magic items before my wife finds out.”

The others nod and follow him to *Sagacious Samuel's Magic Emporium* where he buys *muleback cords*. Wogan buys the *tan bag of tricks* and Sindawe buys an *unguent of timelessness* and several oils of *magic weapon*.

Serpent decides he wants more because he still has a lot of cash. So his friends follow him outside and into the dark underbelly of “might be magic, might be stolen” markets. Serpent finds a magical shield for 15,000gp of at least 6th level caster. He decides that is impressive magic he needs to know more about it, but the seller just knows “must be powerful magic”. Serpent runs home to get his wife so she can identify its magics. Samaritha agrees after deciding to make it a family outing – the boys are dressed up, Samaritha changes her glamour, and then they head back to the seller... after stopping at several stalls to buy snacks and stare at trinkets. Finally, back at the expensive shield vendor, Samaritha examines the shield with magic, announces its qualities, Serpent nods, and Samaritha haggles the seller down to 13,250gp. Serpent dons his shield and swings it around martially.

Sindawe and Wogan decide not to wait for Serpent and move down the street looking at the gray market goods. They find sellers with:

- a Mwangi drum (10,000gp) claimed to make entire war parties run longer and quicker.

- an iron bird cage with a goblin skull in it, advertised to “blow up” its target. Just throw and duck the glorious fiery explosion. If the bomb kills its target, then that guy’s skull becomes a new bomb. 1200gp.
- That same merchant and probably arsonist chases after them, “Come back. I have a *gem of fire elemental* summoning. 2000gp.”

Wogan and Sindawe pass on all of that and eventually meet back up with Serpent. Our heroes return to *The Chainbreaker* to greet their new crewmen, Xander Brim, who they intend to hire on as ship’s wizard. They discuss terms of employment with him on deck. But there is a sticking point – Xander has a strong moral code and is unwilling to be involved in any criminal or evil acts. The discussions go round and round and even his hatred of Aeron Chambers and utter conviction that Aeron kill Solomon Trafalgar, he will not break the law. Sindawe points out that the powers that be are at least complacent if not outright involved in the various crimes of the dragoons (i.e. the law) which range from graft, corruption, serving the rich before serving justice, framing the Mwangi for various crimes, and a mixture of not helping and actively aiding the weresharks in the recent “Night of the Shark”. In such an environment, it is up to each man to carve out justice. Xander does not agree.

Sindawe sighs. He politely asks Xander Brim to leave because a ship’s wizard is no longer needed. Sindawe slips him a small bag of coins for his troubles, watches him depart, and finally shoots the finger at the wizard’s departing back.

A Daring Plan

Sindawe issues orders to Little Mike, the ship's acting captain, that each shipboard shift include 1-2 men to sit over watch at the Lavender Feather. Any shirking of this duty will be dealt with harshly. Little Mike makes the necessary notes to carry out the orders. Little Mike also tells Sindawe, "The four guys below have been quiet and stayed to themselves." Sindawe nods and is quietly jealous, because his own crew mostly couldn't pull off the same.

Falken Drango slips aboard disguised as a Mwangi whale oil delivery guy. This is mostly accomplished by a plain dock worker garb, a single tone accent and black face. Falken asks about his current recruits who wait below decks, which Sindawe relays to him. Then Falken asks about meeting the *Nightslink* before it reaches Port Shaw. It is estimated that it will arrive just outside Port Shaw waters soon, so the *Chainbreaker* needs to leave soon to intercept and put Falken and his crew aboard. Sindawe is evasive at first, then explains, "Well, we want to keep to that agreement but first we have need to invade Fort Stormshield."

Wogan asks Sindawe, "Really?"

Falken replies, "Yeah, what are you talking about?"

Serpent, who has been staring at crewmen Pirro perform his chores for the last few minutes, ignores the conversation. Pirro, sensing eyes upon his person, looks about and sees Serpent. His blood turns cold; he hurries off.

Sindawe explains, "We will sneak into Fort Stormshield, kidnap Aeron Chambers, take anything valuable along the way, and leave."

Falken asks, "Why Aeron?"

Wogan explains briefly, "You know. That guy knows stuff we want to know."

Sindawe briefly admires his friend's explanation that provided a reason without giving any details.

Falken asks for more details and despite himself is drawn into helping them plan, then accepting a part when he is invited to help. For a full share, but our heroes get first pick... cash will be used to guarantee full shares though cash in trade will be paid at a later date.

Falken says he will agree but, "Okay, if the plan goes mostly off, but we get identified then I want credit for planning and leading the mission. It will add to my mystery."

Serpent, who has been listening all along, turns back to add, "That makes sense, since we plan to disguise ourselves (via hats of disguise) as you if we get caught."

Wogan adds, "Too many Falkens! That adds to your legend!"

Falken agrees.

Too Many Falkens

Our heroes agree to discuss more after Falken talks to his crewmen below. He goes down while our heroes wait. And wait some more. Sindawe descends quietly to see what is keeping Falken, who he finds on another deck flirting with Rucia. He screams orders at the young woman, which sends her fleeing off to perform sailing chores.

Falken asks, "Why the cock block, man?"

Sindawe replies, "You can return the favor someday. My crew need to do their jobs."

Falken sniffs, "Return the favor?"

They return to the deck and leave with Wogan and Serpent for a hole-in-wall place to plot and plan. They settle at the very quiet "Drowned Man's Fish and Beer" establishment. They

grab a table where they can keep an eye out for eavesdroppers while they eat, drink and plot. The owner is happy to see gold for a table, food and drink he would only charge silver for.

After the owner departs Falken says, "I have been saving this for a rainy day. There is a way into the fort through the sewers. I know the route."

Wogan, "That is good."

Sindawe, "What about Captain Lester Farrows, the sewer gnome pirate? He can take us through the sewers up to the point you know. Guide us in and out, past monsters and blockages."

Falken, "Yeah, he can drop us off in that stretch of the sewers. I can take us the rest of the way. But Lester won't take kindly to us involving him in kidnapping dragoons."

Serpent adds, "Who would he complain to? The dragoons? Those guys will lock him up and torture him for just knowing."

Wogan replies, "There is that. But he might let it slip while drinking and complaining."

Sindawe nods, "Yeah, that could happen. We need another reason to be down there."

Falken adds, "Especially if you want to bring out a prisoner. We can bag Aeron up tight so he isn't recognized, but news will get out if things go wrong and Lester will put two and two together."

They put Lester Farrows to the side for the bit and move on. Inside the fortress they will use dragoon uniforms (real and *bat of disguise*) to move around freely, find Aeron in his chambers, capture him, and leave.

Wogan states, "Aeron would be in Sorcerer Tower overnight. We can use magic to climb up the exterior and enter the balcony there into his chambers. Maybe some *invisibility* potions to help us get in without raising a commotion."

Everyone agrees this is a good plan.

Sindawe explains, “I want to blame the Phantoms for this incursion. So, we need to drop skin suits in Aeron’s chambers to make it look like he took a few out before falling. And we need an Aeron corpse to stand in for him so no one comes looking for him. I guess the corpse wouldn’t have to be a strong match if its face were burned off during the fight.”

Tommy Blacktoes seems a likely candidate to supply the corpse and skin suits, given his disguise skills (for a look-a-like corpse) and recent activity on the corpse patrol (for skin suits).

Serpent adds, “Xander could supply an illusion of us playing poker while all this is going on.”

Falken replies, “I love an alibi.”

Wogan nods, then says, “That is still a lot of dragoons wandering around the fort. Lots of eyes and ears, lots of fighting if comes down to it.”

Sindawe replies, “I have a plan for that!” He gleefully describes a plan where most of the dragoons will be removed from the fort or laid up sick by random fires in the city, random corpse drops in the well to do Lace District, and poisoned with diarrhea beer dropped off at the fort’s front gate.

Wogan replies, “Well, who’s going to do all of that? Our crew? They suck and won’t be able to keep their mouths shut. Or worse, they’ll get captured and rat us out.”

Falken piles on, “Don’t underestimate the dragoons’ laziness, but even those guys will smell something amiss with all of that going down at once. They will up the guard numbers and alertness. Also, the Dragoons tend to up in places where it is the least convenient for folks like me. That only happens if someone is leaking info to the dragoons or the dragoons have spying magic.”

Wogan offers, “I can pray for *obscure object*. It blocks scrying for eight hours. I can learn it for tomorrow.” Everyone takes a drink in agreement with that.

Sindawe grudgingly agrees that his plan of fires, corpses and bad beer needs work. Then he counters with, “Okay, I will arrange with a wallet of cash and a dead man’s identity to have the dragoons lured away from the fort by a feast of ‘beer and brat’ followed immediately by pre-paid access to the night’s fights at the Broken Skull.”

Everyone agrees that this is likely to work. Cops love free food and sanctioned fighting.

Wogan raises his flask of rum and announces, “I can get us out of the fort if the plan goes astray. I can cast *plane shift!* Poof we are gone! Wait 24 hours for me to get the spell back and poof we are back! Well, we are within 5-500 miles of a Port Shaw area target I pick.”

Sindawe replies, “Outstanding! Well done!”

Serpent, recognizing the spell name from his wife’s post-coital lectures, nods, “A plane shift puts us out of reach, gives us 24 hours to interrogate Aeron, makes scrying hard if not impossible, pursuit unlikely. Well done, Wogan!”

Wogan replies, “Really? You guys like that idea?!?”

Sindawe, “Yes!” And to Serpent, “Your wife lectures to you after sex?”

Serpent ignores Sindawe.

Falken replies, “Uh. What about the 5-500 miles off?”

Serpent says, “We can bring my wife! She can fly us out or use other spells.”

Sindawe adds, “And I have the boat of folding that becomes a small ship. Landing in the water it the least of our problems.”

The plan:

- Ask Samaritha to join the mission.

- Hire Lester Farrow to sail them up to the sewer region Falken Drango is familiar with. Our heroes will find their own way out.
- Tell Lester, “Here’s your fee (not a share) and we are here to kidnap a rich kid playing ‘sewer necromancer after famous necromancer library’.” If our heroes bring out Aeron in a bag, then Lester can believe it’s the rich kid.
- Get Tommy Blacktoes to produce an Aeron Chambers stand in corpse, face to be burned off. Deploy as needed during mission; can be easily carried by Serpent.
- Get Tommy Blacktoes to produce 5 or more skin suits, which is a human being’s skin minus any tissue that would be described as “only found inside the body”. Skin suits are good for selling the idea, “it was Phantoms that attacked Aeron”. Deploy as need during mission.
- Get dragoon uniforms for 3-5 people. Falken has the connections to make that happen. Use these to get into the fortress and move around freely. Hats of disguise, two, will be used to cover the rest of the group.
- Serpent will purchase four *potions of invisibility* from Sagacious Samuel, who should be able to have all four in two days.
- Sindawe will disguise himself as the well to do local, Tyris Huxley, to spend money at a local restaurant to supply ‘beer and brat’ in 7-10 window, free entry to that night’s Broken Skull fights 10-2, and a printer to post notifications around town of these events. “In humble gratitude to our vigilante Dragoons who found me not once but twice! Enjoy a well-deserved reward! – Tyris Huxley <date, events, and times>
- Hire Xander to produce an overnight image of our heroes playing poker. If Samaritha refuses to accompany the mission, then she will supply the illusion alibi instead of Xander.

- Depart via sewer raft to our mission. Take:
 - Sindawe, Serpent, Wogan and Falken. Samaritha if she agrees to come.
 - Aeron corpse in big and long bag
 - four potions of invisibility
 - skin suits in a big bag, each bag differently and knotted differently to indicate contents
 - extra, extra rope and lots of rags for tying, gagging and tangling fingers.
 - rations for a stay in the other dimension
- Approach the Sorcerer's Tower disguised as Dragoons, climb to Aeron's balcony, enter, and capture Aeron.
 - Bag Aeron up after thoroughly tying him up with rope and rags.
 - Leave Aeron Chambers look-a-like corpse, minus the jaw bone.
 - Leave 1 or 2 skin suits.
 - Loot.
- Leave via the stairs with someone disguised as Aeron.
- Exit the way they came in.
- Interrogate Aeron Chambers in the sewers. Dispose of his corpse in the sewers after removing hands and head.

Contingencies:

- *Plane shift* will be used at any point if the situation is dire enough and our heroes call it.
- Everyone with illusions or *bats of disguise* will appear as Falken Drango if our heroes call it.