

REAYERS ON THE SEAS OF FATE - SESSION SUMMARY 11/21/2021

TODAY'S EPISODE: IN SEARCH OF OLD MAKANA

Our heroes of the *Chainbreaker* teamed up with the *Nightslink* are at port at Sharkjaw Docks cargo pit in the Pearl Eye Atoll, where they await ship repairs, search for a good meal, and look for leads on Old Makana, a Mwangi witch with a magic hold over the ghost or spirit of Captain Jacob Razor. If they can convince her to release his spirit, then he will reveal the location of Garr Bloodbane's treasure. But that has taken a backseat for a while as our heroes investigate a supernatural case of plague which has been traced to the local dragonsmoke den.

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).

Hookers and Phantoms and Drugs, Oh My

The crews of the *Chainbreaker* and *Nightslink* are waiting for ship repairs before they'll put to sea again. Meanwhile, the local brothel owner, mistress Sandra DeLoure and her manager Magpie, hired our heroes to investigate a mysterious plague that laid up several of her employees, Mithril and Brassy (twins), and their brother B'thard the Ravager. Wogan and Serpent leveraged their considerable healing skills and spells to save the sisters from the latest round of plague, but the brother was too far gone and transformed into a translucent skinned and heavily clawed phantom monster that had to be put down. Our heroes' cypher glyphs burned during the entire battle. The postmortem and interrogation leads them to believe that the Dragon's Den, owned by

Margaufen the Smoke Monger, is the source of magic plague. In fact, the smell from B'thard's personal pipe reminds them of a smoking encounter back in Port Shaw with a gangster named Garreg Meldenbourne.

Our heroes don't have business with Margaufen, so they decide to violently investigate the Dragon's Den (well guarded), in such a way that does not implicate Sandra or her business.

The Dragon's Den

Our heroes adjust their gear and head out for a long walk and a violent investigation of the Dragon's Den. A warm rain drizzles down on our heroes as they take their casual stroll that ends at the Dragon's Den doors.

The inside is kept dark, smoke stains cover the walls and ceiling, and it smells of Grandpappy Blackskull. The room is full of tables with patrons enjoying their smokes. Curtain drawn rooms line the main room. A fat man in time ravaged finery sits on the far end of the room. Children wander the room offering smokes. One child offers the pirates dragonsmoke from a platter.

The fat man sizes them up with glittering eyes as they approach. Sindawe politely requests to search B'thard the Ravager's room but is told that B'thard didn't have a room in that sense, they have communal drug-stupor crash rooms. Sindawe asks about the last thing B'thard was smoking there. The man offers that he can hook them up, but they should talk in the back.

The back room is equally depressing despite the child servant hiding behind an arras. They ask more questions about the "bad" dragonsmoke and its source. The man is cagey, explaining, "well, my sources don't like having their names shared about."

Wogan talks the man into sharing more. The man explains: “A gnome named Nattering Nam became our new supplier of a dragonsmoke strain called Dreamfog. The prices went up, but some people really want it.”

Wogan asks for the price on Dreamfog. 50gp and he is told, “Only take half at a time.”

The man continues, “There was some unpleasantness between Nattering Nam and his employers some time back. So now our source has dried up. We only have a little left, so it’s a little pricey.”

Wogan asks, “Who and where are his employers?”

The man throws the child servant out before answering quietly, “The elven pirate called The Stormdaughter. She is dangerous, ruthless, and cunning. She rules through fear and greed. Mostly fear. Nattering Nam used to manufacture then got moved to deliveries. The last time he was here, Nam was extra talkative and nervous. He wanted out, wanted a ship to an island to hole up.”

Wogan says, “So, let’s talk to the dock master.” Then he turns to Sindawe, “Captain, do we start the murdering now?”

Sindawe declines given how helpful the man has been.

Dockmaster “Scuttler” Khoren

Our heroes, their lust for violence not yet sated, depart for the docks making one stop for Wogan to check the just purchased Dreamfog. He finds it has a light background magic.

They ask Dockmaster Khoren, “We are looking for Nattering Nam; we think he left by ship. Ideas?”

Khoren doesn't have records of him leaving. He suggests that he might have hired a private charter, and that Magpie at the brothel would know more about that sort of thing.

They meet Magpie at their ship as they agreed to a business meeting there at 1:00 PM. On approach to the ship they witness one of their crew, Billy Breadbasket, and some locals attempting to drag a very large goat aboard. The goat breaks loose on deck, knocking Billy overboard, and then kicking at everyone on deck.

Serpent plies his ranger and druid skills to calm the goat. Wogan throws a rope to Billy. Sindawe hits the goat with a stunning fist, but only angers it, undoing Serpent's efforts. It tramples the two men who throw themselves clear. Several crewmen draw weapons and attack the goat (10pts).

Serpent shouts, “Show us your true Shadow Form, goat!” He swings his battle axe into the goat's torso, killing it.

Billy is asked, “Why did you have a giant goat?” He replies, “It is sailing rations! One goat but more meat.”

Sindawe tells him, “Well thought out and poorly executed. I am in a good mood so no punishment.”

Sindawe does address the officer of the watch who is just arriving on the scene. “Bel! Why is there a dead goat on my deck?” Bel replies, “I was inspecting the ship.” He later

determines that Bel was below deck with Sevgi for romantic reasons. He punishes them with goat clean-up and sit-ups until she pukes.

We're Off to See the Witch

Magpie arrives at 1:00 PM holding a handkerchief over his nose. He is a handsome young man, well dressed. They move into the captain's ready room to discuss their trip to see Old Makana. Magpie tells them it would require two canoes to transport that includes rowers/guides.

They ask about Nattering Nam's usage of Magpie's transport (200gp). "Yes, he used my service to get off the island but he paid extra for no interference." He weasels for payment, Sindawe pushes for no payment. They settle for pushing expenses onto Sandra as "part of the plague clean-up".

They will depart today for Old Makana's island via canoe at sunset. When they return, Magpie will supply a sailboat to where he took Nattering Nam. Magpie recommends bringing bribes, so they find out at the Smoke Den that Old Makana's preferred poison is dragonsmoke. They buy several cakes (25gp each) of it, plus a tin grog (petty cash) and money (500gp bribe to OM). Other bribes are needed if one is asking for other than blood debts.

They gather their supplies and bribes. Serpent buys some dragonsmoke for the smokers, gaining some information:

- Old Makana was slutty in her youth
- She has real magic
- She has been with Gregory Boneduce, Jacob Razor, and others of note.

Canoe Trip for Three and a Snake

That evening our heroes walk down the beach to meet Magpie and their clandestine canoes for the trip to Old Makana. Serpent brings his giant snake, Saluthra, who will swim alongside. Wogan and Sindawe board the first canoe, Serpent in the second.

The voyage sticks to the atoll's shallows, the natives silently paddling the canoes out a couple miles. After a couple of hours, a small island looms in sight. They hit the beach to find an altar of trees and driftwood covered in offerings of native necklaces and a single guttering candle. They follow a path that leads inland and uphill, about a mile and change long, marked with witch-like carvings and ornaments. At the far end is a mud daub village around a fire and three chairs. They gather next to the fire, which burns green after a minute. A part Mwangi woman emerges from a hut, dressed in peasant garb, bracers and boots.

The woman introduces herself as "Old Makana", then sprays them with a liquid from a brush and bowl. The woman is middle-aged. She wants to know what they want.

Sindawe explains, "Blood debt for Jacob Razor. We are here to purchase it or clear it."

Old Makana, "So you know nothing of it. With the blood debt you can commune with the spirit. Why do you want it?"

The discussion goes back and forth as Old Makana asks why and hints at "it's difficult".

They agree to return at midnight with gifts for a summoning of Jacob Razor. While they wait they discuss the last (and only) time they talked to Jacob (his ghost). He was able to communicate with them via writing on a sunken boat. The deal was to free Jacob from Old

Makana, but they also made a deal with wendo spirit Kindo Kane who wanted Jacob's blood debt for 99 years. They negotiated for a couple days a year for Jacob to visit his wife Bethany Razor, captain of the *Gozreb's Whore*, but for that Kindo Kane would get Sindawe's body for the same number days.

They return at midnight and enter her witches hut, complete with witchy ingredients and a bubbling cauldron. She wants to demonstrate the blood debt, which Sindawe begrudgingly agrees to. She has them sit in a circle, holding hands, downs the tin cup of rum, then passes a dragonsmoke packed pipe from which they smoke. Serpent and Sindawe attempt to resist the effects but fail. Wogan embraces it; he gets +2 wisdom, +2 alchemical bonus on saves, and 3 points of intelligence damage. Serpent +8 temporary wisdom, +2 alchemy bonus on saves, and 2 points of intelligence damage. Sindawe gets +4, +2, and -1.

A pale image of Jacob Razor's ghost appears in the cauldron's fumes. She demands of Jacob, "You are bound to this place to answer questions truthfully. You can ask five questions."

Serpent, "What do you know about Garr Bloodbane's treasure?"

"We sunk Garr's ship, but one of his surviving crewmen confided to me that the treasure was hidden on an island and its location."

Sindawe asks, "Where is the treasure?" The ghost is silent.

Wogan asks, "Tell us of Elias Tammerhawk and his plans in Port Shaw!"

"He and those who style themselves the Ring of the Kraken seek to bring the great squid into this world."

Wogan and Sindawe ask, "Where can we find Elias?"

“That is concealed from me, but Boneduece and his poppets are slaves to the great squid.”

Wogan asks, “Are you good with our upgraded plan to transfer your blood debt to Kindo Kane for 99 years? And you’ll still tell us where the treasure is located?”

Old Makana states, “Too bad one of the costs of transferring the blood debt is Bethany’s heart!” She continues along that vein, clearly trying to get Jacob Razor’s ghost agitated until Sindawe tells Makana to slow her roll. She cackles but goes quiet.

The ghost agrees.

Wogan asks Jacob, “How do we find the Stormdaughter?” Jacob answers, “Hot Springs Island. She spends her time there tending her Dreamfog!”

Jacob’s ghost disappears and Old Makana cackles. They all take another hit off the dragonsmoke pipe.

Wogan asks her, “How did you get Jacob’s blood debt?” She replies, “It is a willing debt between two individuals.”

Sindawe asks, “What was the agreement?” She replies, “That is one of the six secrets of the blood debt.”

Wogan asks, “What are the others?” She replies, “The words to summon, to compel, to dismiss and break the debt.”

Sindawe asks, “What will it take for us to purchase Jacob’s blood debt?”

She replies, “Bethany Razor’s heart.” They decline, though not immediately.

Sindawe, “What else?” She replies, “Stuff that a witch would want?” They start ransacking their goods for things attractive to a witch.

- Wogan gives up an *eversmoking bottle* for “summoning via blood debt”.
- Sindawe gives up his *sleeve of many garments* for “once a year the ghost may be summoned to perform ghostly whoop-ass as defined in the original agreement”
- Serpent gives up a Mwangi *rattle of opening* for “demanding questions from the ghosts”
- Wogan gives up *haunted shoes* for “the nature of this blood debt”... Old Makana is Garr Bloodbane’s wife. Jacob served in his crew until his love of Bethany replaced his loyalty. She and Jacob were lovers until he agreed to take her to Garr as a ship’s seer. That happened but their affair fell out. <missing details on the blood debt>. She has power over Jacob when he died and hates Bonedeuce for killing her husband, Garr.
- Sindawe gives up the *Bead of Newt Prevention* for the 5th secret.
- Sindawe refuses to provide an hour of passion, so Serpent and Wogan offer books of semi-forbidden knowledge for the sixth secret (the oath to release).

Serpent and Wogan are able to take this information to cobble together a full understanding and ability to cast (when leveled) the *blood debt* spell.

Wogan asks her about Hot Springs Island. She claims it is a powerful place. “Garr mentioned it from time to time. I have never been there myself. The elves accomplished many things there.”

She also lets slip that the giant squid is “the krakenfiend that is only spoken of in legends and then only if the lights are out”.

They remain long enough to be polite before departing on the walk back to the beach. She tells them in a whisper, “The followers of the Ring of the Kraken are marked with a tattoo with a sucker tentacle.”