**Reavers on the Seas of Fate Session Summary 11/15/2009**

**Attendance**

*Paul* (Serpent) picks up a pack of cards and starts riffling through it. He picks out one and show it to *Bruce* (Ox). “Look at this! Isn’t it fascinating?”

*Bruce* shudders, “It’s... it’s got a blood funnel... and it’s using it on fruit.” He turns pale.

*Chris* (Sindawe) very helpfully explains, “You shouldn’t do that to him. His deprived Puritan background has left him unsuited to dealing with anything involving sexual content. You should try asking him where babies come from sometime. Oh, looks like he’s passed out now.”

*Ernest* groans. He was going to start mentioning Japanese terms for sexual deviancies, but now the game’s all ruined.

*Patrick* (Wogan) shows up late. He observes that everyone else is unconscious, covered in various... fluids and semi-fluids. He decides that he’d best not ask any questions. He takes his seat without a word.

*Kevin* (Blacktoes) is absent, with some lame excuse about having actual real-world responsibilities preventing him from attending. Everyone else just understands that he’s just trying to maintain his moral standing and believes that associating with certain members of the group serve to damage it.

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<th>Player</th>
<th>Character</th>
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<tr>
<td>Bruce</td>
<td>Melako “Ox” Chaalu</td>
<td>Barbarian 2</td>
<td>Formerly-enslaved ship crew from Rahadoum</td>
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<td>Kevin</td>
<td>Tommy “Blacktoes” Burrowbank</td>
<td>Rogue 2</td>
<td>Riddleport halfling</td>
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<td>Paul</td>
<td>“Serpent” Ref Jorenson</td>
<td>Druid 1</td>
<td>Northerner human with a southerner snake pet</td>
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<td>Ranger 1</td>
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<td>Chris</td>
<td>Sindawe H’Kilata Narr</td>
<td>Monk 2</td>
<td>Mwangi-Bonuwat (human) monk</td>
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### Player Character Class / Level Comments

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<tr>
<td>Patrick Wogan</td>
<td>Wogan</td>
<td>Cleric 2</td>
<td>Human priest of Gozreh</td>
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**A New Attraction**

The characters are all now junior partners at the *Golden Goblin*, though their early efforts to improve revenues have been uneven at best. Ox comments, “I did a good job of keeping people from getting in!"

*Sindawe* pats the big barbarian on the back and sighs.

The next morning at opening, Bojask comes in leading a mangy bear on a chain. The creature is huge, but has no fur from the neck down. Serpent tries to aid it, but it growls menacingly at him. Bojask claims, “I got this cheap! It got sick on a ship and the owner didn’t want it no more!”

Serpent is critical of his decision-making skills, “It’s got no fur. And it’s just going to make the other animals sick.”

Bojask defends himself, “It’s still got fur on its head!”

*Sindawe* asks Ox, “Which of us do you think it’s going to maul first?”

Ox considers, “It will attack Serpent. The rest of us are too smart to get within claw range, and are not burdened with strange ideas about animal rights.”

*Saul Vancaskerkin* arrives. He is very enthusiastic, “I’m imagining some kind of bear-on-boar action with *Pigsaw*! We need to turn this into a big event! But we can’t let the crimelords in on the secret.”

Ox designates the bear as a “swamp bear”. He instructs Serpent to paint the creature green. *Wogan* decides to abandon his security duties in favor of hitting the bars to promote the upcoming fight. *Sindawe* proposes calling the fight “Pigsaw vs. Bearclaw”, reasoning that this would bring in the cops. He arranges to buy some *indigo dreams* to knock the bear out so Serpent can check it out, and so *Samaritha Beldusk* can paint some Thassilonian runes on it.

*Sindawe* manages to find a somewhat jumpy Rastafarian alchemist who sells him four human-scale doses of indigo dreams for 5 gold each. Then to check that the
drug is safe, he feeds one dose to the alchemist. The fellow seems to survive the experience okay, so Sindawe drags his twitching carcass back to the Golden Goblin.

The plan works well: Bojask pours the indigo dreams over a steak, which then goes into the bear’s cage. The bear goes to indigo-tinted-eye unconsciousness quickly. Wogan is able to check over its health and Sindawe is able to paint some random runes on its flanks (after Samaritha Beldusk angrily refuses to be a part of the characters’ plan).

**Canvassing the Neighborhoods**

Saul Vancaskerkin notices the amount of money the characters are spending on steak and indigo dreams and pressures them to actually hold the fight this week. Ox and Wogan head out into Three Coins and the Wharfs to build interest. Sindawe and Serpent wander off into Rotgut on the same idea. Wogan calls after them, “Watch out for the Wererats! They’re a whisker gang out in that neighborhood!”

**St. Casperian’s**

Sindawe happens to hear about a fortune of coins hidden in the basement of the derelict *St. Casperian’s Mission*. He’s close by in the Rotgut neighborhood so he stops by for a visit. He encounters the characters’ old companion *Vincenz*. Vincenz is skeptical about the basement coins story: he doesn’t think that the dilapidated ruin that is the Mission even has a basement. He has been sleeping there for the last few days because he’s got some cash flow problems. An old priest oversees the place and manages it as a destitute shelter.

On the way out of Rotgut, Sindawe encounters *Mungo and his Amazing Monkeys* giving a show. In particular, he finds one of the monkeys picking his pocket. He goes for the monkey-throw. The other monkeys retaliate by shrieking at him until he decides that they’re too annoying and goes somewhere else.

**Ox Finds Some New Friends**

Ox also heads out to find some people interested in seeing an animal fight. He goes to the Three Coins neighborhood and meets up with three goons outside a gambling house. Ox insults the little one hiding behind the biggest goon very cleverly: “You and your shrimp-sucking friends go stick your blood funnels into a puddle of swill!”

The little goon is confused, “What did he say?”
His bigger friend figures it out, "He insulted us! Get him!"

He takes one of them down before the other two beat him senseless. He wakes up on the riverbank with no money (he’d had 25 gold in his pocket).

**Pest Control Needed in the River District**

Sindawe is walking rather casually along a path in the River District when a giant centipede lashes out and bites him on the calf. He knocks the creature away and limps off, having lost three DEX points. The centipede goes back to devouring the corpse of a cat. Serpent decides that he’s not going to leave well enough alone and chops at it. His strike misses. It responds by clambering right up his leg. He takes another bite before he manages to chop it in half. A crowd had gathered, and half of them cheer his victory. The other half had bet upon the centipede.

**How Does Something Like This Even Happen?**

Wogan finds a nice fruit-seller. He has a very pleasant visit. Nobody beats him up, not even a little bit.

**REVENGE**

The characters leave Blacktoes to guard the Golden Goblin then head to Three Coins to find the guys who beat up Ox. Serpent spots the three guys responsible hanging around a gas lamp. Serpent challenges them with his scimitar, "You stole from my friend!"

Sindawe backs him up, "Hand over everything you took!"

The three goons draw their shortswords. One of them snarls, "You better back off and run away before we call the cops!" Sindawe simply moves to the attack, knocking one of them down. Serpent takes another of them down with his snake. Ox belts a third, but doesn’t knock him unconscious.

The last goon standing howls, "Gendarmes!" and goes running down the street.

Serpent chuckles, "They think we’re gendarmes!" Sindawe simply runs after the guy. Wogan summons up a bit of a stormcloud and tasers him down. Sindawe drags the man back just in time to see Serpent’s snake attempt to eat the second goon.

Ox is able to recover his money. Then the characters see some Gendarmes on the way so they run away.
Let's Find Our Fortune at Saint Casperian's

The characters head back to the Rotgut district to meet Vincenz at Saint Casperian’s Mission. The place is deeply run-down and currently serves as a flophouse for the wretched of Riddleport. It is nominally operated by the Church of Sarenrae, though the only real evidence of the church is the caretaker Jhonas. He walks through the main hall speaking to vagrants and attempting to help them.

The Mission of Saint Casperian

When Jhonas sees the characters enter, he asks them why they are there. Sindawe explains, “I’m looking for the basement. Don’t worry, we’ll just look around for a while then get bored and go away.”

Jhonas claims that there is no basement. He asks if the characters have heard of Sarenrae’s good works, which is all it takes for Ox to offer, “No, but I would love to hear about them.”
With Jhonas and Ox both distracted, the characters commence searching the place for a hidden basement. They find the stairs upstairs, guarded by a mangy three-legged dog. When Serpent calms the creature, the dog’s owner appears. He proves to be a cantankerous old man who takes great exception to the characters’ presence. Sindawe moves to caution him. The old man responds by producing a long, wicked dagger and attempting to knife the monk. Sindawe dodges back, then forward as the dog Trouble moves to defend his master.

Serpent is amazed, “That dog is even better trained than my snake! I can’t get my snake to come defend me!”

Sindawe ignores him. He is too busy pummeling the old man into unconsciousness. Then a door at the end of the second floor corridor opens up. Someone tosses out a couple of crates which break open to release a pair of monstrous scorpions. The door slams shut immediately.

Sindawe calls out, “Hey! Your scorpions escaped! Come out here to help us round them up!” He turns to the druid, “Serpent! Train these things up for me, won’t you?”

Two thugs with shortswords emerge from the other corridor and charge. Wogan hits one with an icicle. From the third hallway a cloaked man with a cup and a knife peer out, yells, “We’re under attack!” and ducks back. Everyone expects the second floor to get lousy with goons in mere moments.

Vincenz launches three *Magic Missiles* into the chest of the thug attacking Wogan. The thug falls. The man behind him suddenly clutches his chest and yells out, “Augh! He got me too!” He falls very artistically, demonstrating that he has excellent survival skills.

Serpent sends his snake at the three-legged dog Trouble. The snake latches on and coils up. Trouble produces an unhappy, “Yip!”

Sindawe stomps the last scorpion into chitin and goo. Vincenz urges him, “Search the body! You might get *broken chitin*, worth 2 silver from a vendor! Or maybe only *icky goo*, that’s only worth 1.5 silvers but it’s useful for a skill 125 alchemy item.”

Serpent moves down the corridor towards the door. He hears someone behind it say, “Open the door!” He flings himself to the side, but not quickly enough to
avoid getting hit by an arrow. And then someone flings another scorpion box right over his head.

**Wogan** shoots a scorpion with an icicle and starts a strategic withdrawl down the stairs. **Vincenz** casts a *Sleep* spell through the sniper door and runs after **Wogan**. **Serpent** is still distracted by the scorpion on his head, but not so distracted as to fail to notice that the sniper and his door-opening ally are both asleep.

About this time, **Ox** starts to realize that **Sindawe** has been screaming his name over and over again.

**Serpent** grabs the box off his head and stabs the scorpion clean through in one skillful motion. **Sindawe** stomps the last one into pieces and slime.

The scorpion door opens up again. A hideous lug of a half-orc with a morningstar and a hideously swollen left eye steps out. He swings at **Sindawe**, embedding the head right in his gullet and crushing his intestines (causing a CON bleed). The half-orc grumbles, “Come. Get. Some.”

**Wogan** decides to turn around and run back upstairs. As he runs past a door another vagabond stabs him from surprise, hitting him square in the INT (brain hit, INT damage). Undeterred, **Wogan** launches a healing burst.

**Serpent** moves in next to **Wogan** and slices through the stabbing vagabond, ending him. **Sindawe** cracks the half-orc in the shoulderblades, prompting him to run off. Noting that there are no more hostiles around, **Wogan** launches another healing burst.

**Serpent** moves further into the second floor after the fleeing half-orc, into an octagonal room. The crude ladder demonstrates that he is standing at the base of the bell tower. He sees the half-orc clambering up the ladder and the cloaked knife-and-cup figure up at the top of the ladder.

**Serpent** plows into the half-orc, staggering him. He roars out a proper Ulfen challenge. The mysterious cloaked man challenges him, “Haha! You shall never defeat **Beltius Kreun**, the *Splithog Pauper*!” **Beltius Kreun** flings a dagger. The blade buries itself in **Serpent**’s arm. The wound burns, but **Serpent** throws off the poison.

The half-orc decides that he is going to go down fighting. He leaps from the ladder and hammers down upon **Serpent**, cracking the druid’s skull. Then the half-orc crumples to the ground. **Serpent** comments, “He went out like a proper man.” Then he kicks the half-orc in the head.
Ox thunders into the base of the bell tower, roars up the ladder, hits the specially-weakened rung, and falls right on top of Ox. Beltius Kreun makes good his escape.

**What Do We Have Here?**

The characters pick their way through the bandits’ quarters, intimidating the remaining bandits (the ones incapacitated by Vincenz’s *Sleep* spell). Wogan threatens them with his blunderbuss, demanding to know where the gang’s loot is. The bandit admits that the Splithog Pauper kept the money in a secret cache in the east wall of the bell tower, a cache that is now empty. The bandit pleads, “Don’t kill me!” The characters content themselves with what they can pull out of the bandits’ quarters:

- Masterwork morningstar (from the half-orc);
- Studded leather armor (from the half-orc);
- Longbow;
- Rapier;
- 21 gold in various bits and pieces of change;

The characters also attempt to interrogate the surviving bandit, who flies to pieces so quickly they’re forced to duck. One of the dead guys was originally in charge of handing out rooms: he kept the upper floor of the mission clear for the bandits just by telling people that there was no space up there.

**The Splithog Pauper’s Private Getaway**

Continuing to search the second floor, the characters find one locked room. Sindawe breaks the lock. The room is quite clean, and the bed is comfortable and free of lice. Vincenz says, “Dibs!” There are three wardrobes – two contain plain street clothing, but the third includes a masterwork disguise kit, a mirror and sealing wax, plus a variety of styles of clothing. Serpent finds a secret compartment in one and pulls out:

- A potion of *Spider Climb* labeled with a spider; and
- A pouch of flayleaf, a stimulant drug

Serpent and Wogan both decide that the potion bottle contains a deadly poison. They are quite surprised when it turns out that the potion is *Spider Climb*. 


More Bandits, And Some Sarenrae Priests

The surviving bandit admits that his name is Madrat. The doctor is unconscious, when he wakes up he claims he was just here to lance some guy’s boils. He offers catblind as a way to make the pain go away. He samples some of his own product to demonstrate that it is safe, and that he is stressed.

When the characters return downstairs to search the place they push into the cloister area occupied by Father Padrick. Serpent goes first and gets soaked with reeking wine from a simple trap intended to keep the hobos out. The characters find the Father inside with a wineglass and a large collection of empty bottles. Father Padrick objects in no uncertain terms, calling for Jhonas, while the characters ignore him and search.

After a while, Father Padrick downs his glass and starts working himself into a fairly credible Sarenrae-based fire-and-brimstone speech. The characters decide to head back to the Gold Goblin. Serpent is still badly wounded, so Wogan treats him.

Working the Golden Goblin

Upon his return to the Golden Goblin, Aiska the scullery maid hits up Ox again, asking for a job outside of the scullery. She offers several stalker-flavored personal favors in gratitude when Ox agrees to talk to Vancaskerkin on her behalf.

Ox is thinking, “These personal favors are awful, but they have to be over sooner or later. I just need something to distract me until they’re done...” when he happens to spot something on the back of the scullery door. He sees a note with a crude drawing of Saul Vancaskerkin with both hands missing and a threat, “Want to go two for two, Saul? Pack up and get out of town and you’ll be fine.”

The next day, Wendt the cook shows up looking for a job in the kitchen. Sindawe hires him as an assistant cook. He goes back into the kitchen and immediately asks, “Where’s the swill-bucket?”

It is eventually clear that Wendt’s attitude has not dramatically improved since he left the Albers. Sindawe tells him that he will be docked a silver coin from his pay every time he uses the phrase “pig molester” in a sentence. Wendt responds by spitting in Sindawe’s hand. Sindawe tells him, “You’re fired!”
Wendt protests, “You can’t fire me! We went through the ghost ship together!” Eventually Sindawe relents and just docks Wendt’s pay. One more token goes into the Wendt Curse Jar.

Sindawe and Serpent go off to sell some goods gathered in previous adventures in the marketplace. Everyone collects 85 gold and 3 silver. The Golden Goblin has been doing well recently, so all the characters collect another 10 gold in wages.

**Pigsaw Versus Bearclaw**

It’s fight night! The event starts with a couple of dog fights as warm-ups. A fair crowd appears, plus the two Riddleport Gendarmes who originally showed up to take Vincenz away. This makes the characters nervous, as Vincenz is a fairly noticeable presence in the crowd, especially given his wild hair and long beard. He refuses to shave the beard off, so as a compromise the characters have Aisha braid him.

The next issue rolls in with some high profile guests: the orc pirate Captain Scarbelly, his First Mate Aggro, and a bunch of orcish crew. They don’t want to give up their weapons, but Sindawe convinces them to hand over their gear.

Ox ends up as the announcer, bringing a drag-race aspect to the event. Bearclaw goes berserk on pigsaw in short order, killing the boar with remarkable speed. Scarbelly’s orcs are extremely agitated when it goes down. The characters are able to tell that a riot is on the verge of breaking out. Sindawe does his best to get patrons out of the danger zone with an offer of free drinks. Then the orcs go nuts. Sindawe responds by slamming one orc unconscious, which really entertains Scarbelly and his men. They commence teabagging the fallen orc. “Ha ha! Grundoc unconscious! My turn next!” The situation is defused to everyone’s satisfaction, except for Grundoc.

The rowdy orcs go upstairs to celebrate. Later on one drinks Riddleport tea and goes rat-fuck crazy, but is overpowered by bouncers.

Several of the characters notice that Saul Vancaskerkin pulls the two Gendarmes aside for a quiet conversation.

**Vancaskerkin Has a Proposal**

Later on at closing, Saul talks to the characters. He is in a good mood, “Good job, boys! We made a good take tonight, and a good job handling those orcs! You just have to be firm!”
Sindawe explains, “They’re like children. Hideously strong, monstrous children.”

Vancaskerkin indicates that his local contacts have handed him some interesting information. One of the crimelords is going to sell some valuable cargo to someone from out of town. He knows where the exchange is going to happen, and he wants to get a bit more proactive. The transaction will be in a villa outside of the city. He wants the characters to break up the transaction, which will cause the crimelord to lose face.

The crimelord’s men have already left town, led by Braddikar Faje, a man sometimes called “Old Korvosa” because he was once a Korvosan Guard and still wears the armor. He is one of Clegg Zincher’s Caps (“Captains”). He had nine men with him. They’re bound for Trail’s End, halfway along the coast road to the east towards Roderic’s Cove.

AN ASIDE

Samaritha and the documents captured from the Splithog Pauper. She’s decoded some of them – they’re all in code, and detail his operations. Financial records, indications that he was targeting Avery Slyeg’s couriers. Operated around Splithog Alley, which turns out to be close to the church.

THE END OF THE SESSION

The session ends with the characters preparing to travel along the coast road to interfere with Braddikar Faje and his men at Trail’s End.