

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 10/06/2013

### TODAY'S EPISODE: VALE OF TEARS

*The Teeth of Araska* (TOA) is stationed at the Nidalese coastal city of Nisroch. Acting Captain Mase Venjum will sail it alongside Captain Clap's *Wandering Dagger* in search of fat merchants. Tommy Blacktoes and Lavender Lil are selling loot in Nisroch thanks to a Nidalese government initiative entitled "We Love Pirates!" Meanwhile, Wogan, Sindawe, Hatshepsut, Serpent, Samaritha and Saluthra have started a trip inland to visit Wogan's sister, Anya, in Karpad. They have sailed the Usk River with a Chelaxian diplomat and her bodyguard, fought a fat ghoulish and his lacedon minions, and encountered multiple Kuthites (cenobites who worship Zon-Kuthon) demanding their 'papers'. Most recently they encountered a pair of shadowcallers (humorless religious cops) pursuing tiefling thieves. Things went poorly for the shadowcallers and one of the tieflings; they now reside in an unmarked grave with their jaws and hands distributed across a wide area of wilderness. That same night the pirates' camp comes under attack.

Our heroes are:

- ^ Captain Sindawe H'kilata Narr of the *Teeth of Araska*, the fist-punchin' Mwangi monk (Chris).
- ^ Quartermaster Ref "Serpent" Jorensen, the staff-bashin' Ulfen druid/ranger and his snake Saluthra (Paul).
- ^ Samaritha, the wand-blastin' serpentfolk wizard in the guise of a pretty half-elf, and is also Serpent's wife.
- ^ Ship's Surgeon Hatshepsut, monk and high priestess of a lost civilization and her cobra Naja.
- ^ Chief Gunner Wogan, the pistol-packin' celibate cleric of Gozreh (Patrick).
- ^ Bosun Tommy Blacktoes, the staff-slingin' sneaky halfling rogue.
- ^ Lavender Lil, a buxom tiefling ex-prostitute, and Tommy's girlfriend.
- ^ With them are their pirate crew, formed from previous pirate crews, escaped slaves, and recruits both willing and unwilling.

## *NIGHT FIGHT*

Cackling sounds come from the darkness and high grasses around the pirate camp. Something is thrown into the campsite. Wogan and Serpent struggle to don their armor.

Wogan picks the item up to throw it back then just drops it, saying “Jaw bone.”

More objects are thrown into the camp from various directions. Hands and jaw bones; nine pieces in all. Worried about strange Nidalese magics, the pirates throw the body parts into the campfire.

Serpent asks, “Are those the same hands and jaws we trashed?”

Wogan replies, “I don’t know what you are talking about. We didn’t do nothing. Or throw away any body parts.”

An old man’s voice comes from the darkness, weakly complaining, “Come out into the darkness and help me. I need help.”

Sindawe counters with, “Come into the camp. We can help you all sorts of ways near the fire.”

A little figure dashes out of the darkness and tall grass to kick Sindawe. It misses and immediately runs away. It is a tiny old man with metal boots, a scythe, and a red cap.

Wogan and Sindawe yell out, “*Redcaps!*”

Wogan shoots at the next redcap, startling it into canceling its attack and retreating. Serpent pulls out his *cold iron butterfly knife*. Sindawe throws his cold-iron knuckles to Hatshepsut. Wogan casts *light* on a rock and tosses into the nearby grass. This doesn’t help... another redcap runs out to kick his shin painfully and just as quickly runs away. Another redcap repeats this

maneuver on Samaritha. These fey move incredibly fast and are using cover to launch surprise attacks.

Samaritha hears rustling and throws a fireball into a suspect area of grass. A diminutive old man's cry of pain is heard. "I'll leave you alone. Stop hurting me... Why would you do that?"

Sindawe, hoping to lure the redcap in, replies, "Oh well. Too bad you're going. Who will we share our barrel of blood with?"

Wogan says, "What?" Then he shouts, "Just leave us alone or you'll get more of the same."

Serpent hears a noise on the wagon's far side. He rushes around to find a pair of redcaps. One of the creatures is hacking at a horse's tether. The other attacks him with steel boot and scythe.

Serpent rages while slashing with his *cold iron butterfly knife* (9pts). The creature screams its rage, "Iron! Cold!?"

Hatshepsut rolls under the wagon and comes up on the other side to help Serpent. She punches the tether cutter with solid punch from the *cold iron knuckles*. The redcaps at the wagon fight Serpent and Hatshepsut for a few more seconds, then flee into the tall grass. They return soon enough.

Redcaps prey on every pirate utilizing spring attack. They are very stealthy, making most of these surprise attacks. The creatures are tough and difficult to target. It becomes clear that the redcaps will win this fight, though it will take them a long while to whittle the pirates down.

Redcaps call mockingly from the darkness, "Why are you on our lawn?" and "Join us for tea!"

Wogan casts *sleet storm* on one edge of the camp. Approximately a third of the camp perimeter is covered by that spell, a *light* spell, and burning grass from the *fireball*.

Four redcaps launch their spring attacks against Serpent in unison. Serpent is surprised by this attack. However, his large snake Saluthra is not. She strikes the first redcap (held attack) biting and constricting the creature (31pts). The other three fail to hit Serpent. Serpent slashes at the constricted redcap with his cold iron weapon. The redcaps return moments later to attack Saluthra. Serpent and Hatshepsut rush to the snake's aid.

Another redcap kicks Wogan (11pts). Sindawe guzzles an enlarge potion and moves closer to the wagon, then orders Wogan and Samaritha, "Get into the wagon." Samaritha casts *black tentacles* from a scroll at another edge of the perimeter catching several redcaps in its radius (not that she knows this), then she climbs into the wagon.

Wogan moves over to the wagon, then casts *obscuring mist* hoping to gain cover; he has been wounded many times. He gets scythed (17pts) for his efforts. His redcap attacker stops in mid-spring away and screams. It is looking at Wogan's steel shoes (redcap originals purchased from a Nisrochi store specializing in fey materials). Wogan zaps it (14pts) with his *call lightning* spell.

The redcap attacking Wogan howls, "Brothers! He wears our boots!" He full attacks Wogan. The other redcaps howl in rage and rush Wogan from all directions.

Sindawe and Hatshepsut run to Wogan's aid. From the wagon bed Samaritha slows one of the redcaps. Saluthra and Serpent continue killing the grappled redcap.

Wogan is slashed once (19pts) but mostly the redcaps get in each other's way. Wogan pulls out his holy symbol to cast a spell. The redcaps recoil in horror, giving him a moment to heal himself. Sindawe and Hatshepsut flank and kill a single redcap.

One redcap is dead, one is grappled by Saluthra, two are struggling with the black tentacles, and three are still alive and kicking. One melee is on the ground next to the wagon. Another melee begins in the wagon.

A redcap climbs into the wagon with Samaritha, who is busy casting *daze monster* on another redcap. She flees to the other end. It follows attacking until Serpent springs onto the wagon to aid his wife.

Samaritha tries to *suggest* the redcap into fleeing, “Ha! You attacked Wogan’s encampment. He is famous for killing your people! Flee or join them!”

The redcap shrugs off the suggestion, replying, “We know his name! Shoe stealer!”

Sindawe and Hatshepsut slowly kill the two redcaps still in combat with Wogan.

Wogan dismisses the *obscuring mist* then flees the combat. Both redcaps are bludgeoned, stunned and electrocuted to the ground.

Serpent hits a redcap with his knife, sickening it with *the stinger* (critical hit). It finally flees by throwing itself bodily at the nearby Wogan. Serpent, too fatigued to give chase, reaches down to heal Saluthra. Samaritha recalls her *slow* spell and re-slows the slowed redcap. (Yes, the fight has lasted quite a while.) Another pair of redcaps, freed from the ended *black tentacles*, join the attack on Wogan. He steps away then uses a healing burst on his friends. Sindawe, Hatshepsut, and soon Saluthra and Serpent join the fight to save Wogan. The redcaps hound Wogan closely, only attacking others if they can’t unleash their full fury onto him. The redcaps are slowly whittled down and killed.

Sindawe isn't convinced they're all dead, so he drags corpses to the campfire and lays arms and legs into the flames. The bodies burn and yield an awful stench. The corpses also yield loot:

- Leather armor, soiled \* 7
- pair of steel boots \* 7
- And all of the loot the pirates buried at the end of the last session.

### *THE HOLES STILL HUNGER*

Sindawe is disgusted. He seizes the old loot, bags it, and walks back to the woods.

Wogan heals the wounded, then announces, "See you in the morning. I'm going to sleep."

Serpent says, "The redcaps must have seen us in the woods burying the loot. Then they followed us back, picking up the jaw bones and hands. Then they attacked. Evil fey like messing with people." Everyone gives Serpent the *stink eye*.

Sindawe returns several hours later. The rest of the night passes without event.

The next morning Wogan pulverizes the burned jaw bones and hands of the murdered shadow callers and tiefling. In the day light, the camp site become battle site looks unlikely to yield evidence of the murdered shadowcallers and tiefling. The place is a confused mess.

## *THE VALE OF KARPAD*

They travel the entire day arriving following a road that skirts the Uskwood's edge, then plunges back into the woods. They have arrived at the Vale of Karpad. Thatched roofed huts lie riverside clustered around a small church. It is clearly a farming and logging community. Across the river is a large manor house.

Wogan asks, "What's a *veil*?"

Sindawe says, "Something a stripper wears?"

Hatshepsut answers, "It means valley."

It is early evening; the town is lit by torches. The pirates take Gebron's Way into town. Several locals rush toward the town center, where crowd noises emanate.

Wogan asks one man, "What's going on?" In reply, he shrugs and hurries on. The pirates follow.

The town square is bordered by the *Weeping Willow Inn*, a house, and the *Centaur Stables*. Near the center is a large oak that doubles as the gallows. Three fetchlings (humans with gray skin, yellow eyes, and large ears) wearing nooses stand under the oak. An officious, heavy, older man stands near them. A large crowd of villagers looks on.

The officious man points at the fetchlings and bellows out to the crowd, "They are guilty of stealing my daughter!" The crowd roars its agreement.

Sindawe scans the crowd for cenobite looking types, but sees only farmers, loggers, and other small town folk. Many have small cuts indicating Kuthite religious practices.

Wogan asks another local, "Who is that guy bellowing?"

The man starts to move away until Sindawe grabs him by the hair and demands, "Answer my friend."

The man tries to pull loose, then sees Sindawe for the first time. He pales, “What are you?”

Sindawe and the others guess he’s never seen a black man and probably assumes he’s some bizarre shadow creature like what they have hereabouts.

The man explains, “That is Lucien, captain of the guard.”

The pirates listen to Lucien’s speech. He blames the fetchlings for his daughter’s disappearance, a recent sickness that is sweeping the village, accidents, and strange creatures. People in the crowd shout their agreement. The pirates notice that Lucien is sweating and shivering, perhaps from the sickness. They also notice that the man, despite his convincing demagoguery, doesn’t seem lucid. His speech wanders and contains odd pauses. He blames the fetchlings for the nearby bog. And hiding stolen items in stumps.

The pirates nod to one another – time to interfere.

Sindawe yell a demand, “Why not torture them for the information you need?”

The crowd quiets. Lucien yells back, “Who are you? No, we can’t let them get away with their crimes. They have to pay. Now. They stole my daughter to make spell components.”

The pirates begin their verbal campaign to win Lucien and the crowd over. They want to talk to the fetchlings and avoid a fetchling pogrom... at least while they’re in town. The group uses diplomacy and intimidate to sway the mob. Their main argument, “Where are your values, Kuthites? Where are your traditions? Would your forefathers execute these creatures when they stand accused of spreading plague? No! They would torture them for the cure. Then torture them some more.”

Lucien explains that the fetchlings have been quarantined over on Shade Row because they are the causing the plague... a plague that sickens good Kuthites while sparing the fetchlings.



Lucien demands, "I won't touch them. Why don't you torture them?" Sindawe and Serpent accept. They close with the fetchlings. Two are grubby commoners, while the third is clearly the leader.

Sindawe whispers, "We are here to help. Play along. What's this plague the guard captain is talking about?"

The fetchling leader replies, "It's called *tallowtbroat*. Victims get crazy and their necks swell like goiter. They sweat a great deal, grow irritable and irrational. We have done nothing wrong; we have nothing to do with the sickness."

Serpent punches the man.

Sindawe announces, "I will use the *questioning palm*." Then whispers, "You better scream as if your balls are being pulled off."

Wogan calls out from the crowd, "Not the *questioning palm*!"

Sindawe strikes the fetchling's forehead; the fetchling's scream is very convincing. Sindawe announces, "His skin did not turn to salt! He is innocent!"

Meanwhile the other pirates have been working the crowd, swaying more away from Lucien.

Lucien babbles, "But they sold her into slavery. With night hags."

Townfolk remove the nooses while others calm Lucien. The prisoners are sent home.

One of the commoner ex-prisoners tell the pirates, "Thank you. You can visit us on Shade Row. We will feed and house you."

The fetchling leader says, "My cousin works at the manor house. Would you check on him when you visit there? I haven't heard from in a while."

Serpent asks, "We're going to the manor house?"

Lucien continues to babble about fetchling conspiracies until finally compelled by friends to go home. Wogan sees the guard captain up close and confirms that he has signs of *tallowthroats*.

Many locals drift into the *Weeping Willow Inn* for a drink. Racism makes a man thirsty.

Wogan declares, "Drinks sound like a fine idea."

Hatshepsut says, "It is late. We should also get rooms."

### *THE WEEPING WILLOW*

The pirates enter the inn. A sign just inside the door proudly announces, "No Fetchlings After Dark." The owners, Lorraine and Boris Cam, ask to see their papers. The inn's interior is lit by many, many candles. The owners repeatedly remind their customers, "Don't knock them over."

The locals are dour, stubborn, and poor. They don't like talking to strangers. Serpent buys a round to loosen their tongues.

Sindawe whispers to Samaritha, "Your husband is spending money he doesn't have too. I think he's been replaced by a doppelganger."

The free drinks loosen tongues. The pirates find out many things:

- The teenage waitress' name is Rucia.
- Karpad is a stopping point for horse ranchers.
- The current baron is well liked for low taxes.
- The baron married Anya last year. They had a son.
- Shadow creatures are rumored to stalk the nearby woods.
- *Tallowthroats* is spreading slowly. It progresses rapidly in some and slowly in others.
- The baron warned the village about shadow creatures.

- The baron employed fetchlings to improve race relations.
- The baron hasn't left his manor since the plague started. And he fired all but one of his fetchlings.
- The fetchlings are behind it. The first people to get it were at the manor house. When the fetchlings working there were fired they moved back to town. And then the sickness spread to the town.
- Another local disagrees. Nadia Witchblood, the local hedge mage, is making people sick because they cheated her.
- The locals do not believe that "a fat ghoul at riverside by night" is a good sign.
- And tons more information.

Wogan finds out from Rucia that Ansar the painter has *tallowthroat*. He hasn't been seen in a while. Visitors to his house say they can hear him moving around inside. Wogan asks Rucia for a description of Ansar. Based on her answer, he decides that Ansar is a Riddleport gendarme who disappeared from that city many months ago.

The portly pirate priest also finds out that the loggers are having troubles. Someone is causing them to have accidents. Or at least that's what Cosmin the woodsman says.

An attractive woman named Amara tells Serpent that there are two women in town who indulge in prostitution. She explains that the other one is a horrible representative of the profession. Serpent explains he's married then quickly gives up his friends, "Wogan isn't married. Sindawe has a thing with Hatshepsut."

Amara asks, "Is that skin condition of his catching?"

Serpent chokes on his drink, then says, “No.” Then he asks, “How much to come onto Wogan?”

Amara replies, “Nothing if he’s game. Talk me up.”

Serpent nods agreement. A short time later he is standing next to Wogan. He points out Amara on the far side of the room and announces, “That woman has wide child bearing hips. She would give a man many strong children.”

Wogan eyes his friend warily over his beer flagon.

Amara arrives moments later and says to Wogan, “Hello, I’m Amara. Your friend said you might be looking for companionship and a local guide.”

Wogan sizes the woman up quickly and decides to discourage her. He shakes his head, “No, I have no such need. I’m brother to the baron’s wife. I’ll be visiting her tomorrow.”

Rather than discouraging Amara, Wogan’s words have clearly piqued her interest. She leans in and whispers something filthy to him. Then she takes his arm and tells him some village gossip, “The baker’s wife disappeared. People think she died of *tallow throat*. But I think she was murdered. She was cuckolding her husband, Mika. Or she ran off with her lover.”

Wogan asks, “Do you think the baker murdered her and baked her into pies?”

Amara seems unhappy with the question. “I’ve had one of his pies.” She asks, “Why are you visiting your sister?”

Wogan explains, “She asked for help with the plague.”

Amara seems impressed, “You can cure *tallowthroat*? Our local priest, Radu Miklos, has cured some people. But Zon-Kuthon demands a steep price for such help. Many have decided to take their chances with the sickness.”

Wogan and Amara continue to make small talk. The portly pirate priest repeatedly waves at a persistent moth before finally capturing it beneath his beer flagon.

Eventually the night's excitement wears off and the villagers head home. The pirates retire to their rooms. Wogan successfully disengages himself from Amara.

Serpent has a strange dream. He plays hnefatafl with *Death* on a cold beach in his homeland. He wins the game.

The loot hole contains:

- +1 *heavy mace* \* 2
- +1 *mithral chain mail* \* 2
- an *amulet of natural armor* +2. It has a Kuthite theme.
- a *bat of disguise*. It is made from fey skin leather, potentially from Boutique Zeleve.
- a *ring of protection* +2
- a *headband of mental prowess* +2. The band is barbed wire.
- a *cloak of resistance* +3
- 1,167.6 gp in various coins
- a 20gp zircon gemstone from the tiefling's hidden pocket.