

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY II/17/2013

### TODAY'S EPISODE: THE CANDLE IS SNUFFED

Wogan and his comrades are in the village of Karpad, deep inside Nidal. He has been summoned by his sister, Anya, to deal with the problems plaguing her home town: the *tallowtbroat* plague, shadow creatures, murders, disappearances, prostitutes, shut-ins, mysterious accidents, a witch, child-buying hags, a crazed sheriff, a crazed husband, and/or the Nidalese state religion. Wogan loves his sister and has decided to stay and deal with the larger problems... or die trying. His comrades will help as they are bound to him by blood, honor, and friendship. Their investigation has netted two important results: the return of the missing child, Olya, and that the local chandlery is at the center of one or more mysteries.

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.

## *DADDY DAUGHTER PLAGUE DAY*

Olya, the missing daughter, is missing no longer. The pirates found her hiding near the town's candle shop, chased her down, and took her to Karpad's single reputable inn to be reunited with her father, Lucien, captain of the guard. She fell asleep shortly after a local departed to fetch Lucien; she cannot be wakened. Wogan's examination reveals *tallowthroat* symptoms.

Lucien, the irritable town sheriff who is in an advanced stage of tallowthroat, and his wife show up. Lucien accuses the pirates of various crimes, including kidnapping his daughter, holding the baron prisoner, hiding children in bog stumps, etc... The parents finally leave to take their sick daughter to the priest. Wogan, Serpent, and Sindawe follow, wanting to understand the costs of such religious activity here in Nidal.

The Zon-Kuthon church is surrounded by a graveyard, including mausoleums belonging to the baron's family. The church is decorated with chain draped gray skulls. The priest, Radu Miklos, is an older, portly man with piercings down his scalp. He seems genuinely happy that the girl has been found.

Radu examines the child upon a lesser altar. He declares, "It could be *tallowthroat*, but it seems too early to be sure. It might be the mumps. It is up to you (the parents) to decide if I will heal her now or wait..."

The guard captain and his wife quietly discuss these options and the cost. The pirates overhear snatches of their conversation. They don't have the money to cover the cost, so one of them must accompany Radu to perform Kuthite rites. The wife volunteers to be tortured so that

her husband can continue his law enforcement duties against the town's many troubles. The girl and wife are carried/escorted out of the room by acolytes.

Lucien gruffly demands of the pirates, "Show me where you found my daughter." They show him the wagon and her hole under the bridge. He accuses them of various crimes. Then he demands that they visit the baron to determine what has happened.

Their trip to the manor house is interrupted by Rucia, the younger waitress from the inn, who runs up, "Your friend was attacked. And robbed... I think."

The group rushes after Rucia with Lucien following behind demanding, "What? No? I AM THE LAW!"

At the inn they find Samaritha unconscious on the floor of her room. Serpent has difficulty reviving her; her unconscious state is similar to Olya's. The weapons box is missing. Rucia noticed nothing unusual until she passed the open door and found Samaritha.

Samaritha wakes up shortly after being moved to the bed. She explains she felt fatigued, then darkness swept over her. Serpent declares, "I will make them pay." Just before surrendering to sleep, she replies, "You say the sweetest things."

### *LUCIEN'S SICKNESS*

Lucien demands that they resume the trip to the manor house – the baron will settle all of this. He begins coughing and wheezing during the climb to the manor. Sindawe forces the man to stop and rest. Wogan wins over the accompanying guard before examining Lucien – his throat is closing. Wogan moves quickly, using a fishmonger's knife to perform an old timey tracheotomy operation on the side of the trail.

Wogan is alarmed when the swollen throat begins moving, as if something lurks beneath the skin. He decides to continue despite the many issues a parasite might introduce to the operation. Magic would help, but of course Nidal's laws prevent foreigners from using any magic, or worshipping foreign gods.

Wogan makes his cuts, allowing Lucien to breathe, then jumps back as two shadowy forms emerge from the cuts and swell into full-sized shadows. The shadows seem disoriented.

The pirates have a difficult fight on their hands, because a) magical weapons do more damage to *shadows* and b) most of their weapons were in the stolen weapons box. Serpent attacks with a cold-iron knife. Wogan seizes up Lucien's mace (which is magical), and Sindawe uses his fists. The guard flees, screaming, "Betrayal!"

One shadow eagerly chases the guard, opening itself to several attacks which end it. The remaining shadow goes after Sindawe until Serpent ends it with a *cure light wounds* spell.

Sindawe runs after the guard, catches him, then marches him slowly but firmly back to the others. This gives Serpent and Wogan a chance to use their spells. They cast *cure light wounds* and *lesser restoration* upon Lucien. Lucien revives quickly, then weakly demands to know what happened. The pirates explain.

They also inquire about Catalina the candle shop owner and others. They are told she inherited the candle shop when her uncle moved away. She's lived in Karpad all her life. She is friendly with Ansar (the ex-Riddleport gendarme). Father Miklos Radu has been here a year; he moved from Pangolais. So, the only other strangers in town are the ranchers that come through town on horse drives and the baron's wife.

The pirates half carry, half drag Lucien back to town (a few hundred feet away) to see his daughter at the Zon-Kuthon cathedral. As they turn away from the baron's manor, they feel the bonfire's heat upon their backs. Did that heat and light trigger Lucien's attack?

### *FAITH HEALING*

They carry Lucien into the cathedral, where the acolytes take over caring for Lucien. Lucien's guards also show up and lock down the building with everyone inside. The pirates wait ten minutes before deciding that they should take a look around. They grab up Lucien and drag him off to see his daughter.

Olya is shackled to a table where acolytes attend her. The girl writhes in pain, for reasons that are not obvious... they are not torturing her... well, yes they are. They have opened a link between mother and daughter, so that the daughter can heal thru her mother's travails.

The pirates convince the guards that they need to go to the candle shop for candles whose light will hold back the *tallowtbroat* sickness. The still weak Lucien nods in agreement. The pirates depart with several of Lucien's men in tow.

### *THE CANDLE SHOP*

The front door is locked. The group circles the building for another way in. They find a side entrance built into the hill; it too is locked. They return to the front door and knock repeatedly. Several of the pirates see an apron clad figure puttering around in the front, ignoring the knocking.

Serpent and Sindawe, but mostly Serpent, break down the door. The apron clad man is stocking a shelf; he announces, "We are closed."

Sindawe asks a guard, "Who's that guy?"

The guard replies, "I have never seen him before."

Sindawe yells, "Foreigners! Kick their asses!" He leaps to the attack with no further preamble. Sindawe's punch goes elbow deep into the man's chest; he pulls his wax covered arm back out. The man's waxy features are obvious up close.

One guardsman screams, "What is it?" and shoots his crossbow wildly.

Wogan decides fire is needed for fighting wax men. He lights a torch.

Serpent slashes away with his cold-iron knife, opening a large tear in the wax man.

Sindawe joins in with flurry of blows. The creature's damage resistance protects it from most blows, but the torch melts whatever 'flesh' it hits. The guards fire their crossbows indiscriminately. Luckily, assistant chandlers made of wax are poor combatants. The creature is destroyed with cuts and melts.

Wogan says, "He was a wax man. Just like Olya described."

One guardsman replies, "Yeah... Wait, what?!?"

Sindawe explains, "Yup, she described that wax guy just before she fell asleep. He lured her into his wagon with candies, then bragged about how he would get away with everything because the guardsmen are dumbasses."

Both guardsmen stare at Sindawe.

Sindawe continues in Aklo, "Wogan, grab the cash box while I take the law guys into the next room." In common he says, "Let's go do some good!"

Wogan stays behind to search. He doesn't find a cash box, so he tries *detect magic*. Again, he comes up empty.

In the back room, they find the chandler's living quarters and a wardrobe blocked by stacks of ledgers, and a trap door in the corner. They pull away the ledgers and open the wardrobe. A cat leaps out with a surprise yowl, gets kicked by Sindawe, lands on a guardsman, claws him up, then runs out of the room. It appears the cat had been locked away for a week or so from the amount of cat droppings in the cabinet and poor state of the cat.

Wogan enters the room and spots a magical aura on the trap door. He tells Sindawe in Aklo. Sindawe replies in Aklo, "Well, let's get someone to open it."

Sindawe orders the non-scratched guardsman, "Open that trap door! We have to go down there." Wogan backpedals out of the room just in time to avoid the *lightning bolt* trap. Both guardsman take a full hit; Serpent takes glancing blow. The guardsmen drag themselves to the church for healing.

Serpent notices a lockbox beneath the bed as he picks himself up off the floor. The pirates pry the box open to find: *65gp, 29sp, 88cp, and a magic candle (flesh colored wrapped in barbed wire).*

They descend the stairs to another room piled high with crates, packing materials and candle making supplies. They also find a lifeless body. Serpent watches the half-open door in the east wall, while Wogan and Sindawe investigate. The body is that of a woman with an exploded throat. Wogan takes her *magical ring*. He also finds a bagged *everburning torch*.

The next room is the main chandlery chamber, 25' by 60'. There are drying racks, enormous vats, a furnace, and a circle drawn in blood. To the south are more doors that might lead to store rooms.

Sindawe spots something fluttering in the rafters. He gives warning just as it flutters thru the torch light; it is large and roughly moth shaped, with coruscating designs on its wings. Wogan is reduced to babbling incoherence.

Sindawe drags Wogan toward the exit, saying, "Let's get out of here, Serpent."

Giant purple moths make fly-by attacks on Sindawe, Serpent and Wogan. Their attacks are not coordinated and they get in each other's way. This allows Serpent to slash repeatedly at one. Wogan beats himself with a lite torch.

Sindawe picks up Wogan and runs him out of the room just before he is overcome by a musky smell that robs him of his strength (-4). Serpent remains in the room, babbling incoherently. Wogan breaks free of the babbling incoherence.

"Are we leaving?"

"Yes."

Sindawe runs back into the room to grab Serpent, who slashes at him while babbling incoherently. The moths attack again. Serpent regains his senses temporarily.

Sindawe flees the room, yelling, "Let's get out of here."

Serpent remains behind slashing at moths. He gets bitten and also loses strength (-4). He remains in the room, babbling incoherently, and acting at random.

Sindawe and Wogan decide to return to help, after using Wogan's spells to give themselves an edge.

Serpent sees a pale worm writhing toward him. It is about the length of a prone human. He stabs himself while babbling incoherently.



Wogan casts *fog cloud* into the room to negate the moth flapping wing *dementia* attack. Sindawe grabs up Wogan and runs him into the room. Serpent regains his senses – he backs further into the fog and casts *cure light wounds* upon himself.

A moth finds Sindawe in the fog and bites him (3pts). The other moths fly about uselessly in the fog. The worm crawls past Serpent's hiding place. Sindawe and a flapper fight it out. Wogan casts *divine favor* on Sindawe. Punches and magic missiles end a moth.

The worm overhears Serpent during his second spellcasting and attacks. Serpent counter attacks with his knife. Their initial attacks miss, yet Serpent's slashes cause him to brush against bristles on the worm's chitinous hide – he is paralyzed. The worm bites at him ineffectually.

Wogan and Sindawe move slowly toward Serpent's position in the fog. They find him. Sindawe attacks the worm while Wogan casts *remove paralysis* on Serpent. Serpent rejoins the fight, whittling away with his cold-iron knife (24pts). The worm bites Serpent (12pts, plus shadow acid drool, 24pts). Sindawe follows with a flurry of blows (30pts), but is also poisoned and has to be non-paralyzed by Wogan. Wogan casts *delay poison* on his allies to counter the worm's defensive poison. Sindawe kills the worm with another flurry of blows (28pts).

Wogan and Sindawe beat upon the nearby moth, while Serpent heals the many wounds he has taken. They destroy the remaining moths, greatly aided by Wogan's *fog cloud* which has removed their ability to fly-by attack and the effect of their disorienting wing patterns.

The fight ends and the fog dissipates. A quick search reveals bodies in the vats buried up to their necks in tallow. One died from *tallowtbroat*, one is still breathing. Wogan tries a *remove disease* on the breather; he drinks from his orichalcum flask and blows rum in the man's face. The man awakens, delirious. He asks, "Who are you? I'm Zona."

Wogan introduces himself as they dig the man free of the tallow.

“Who put you here?”

“That guy <pointing at the exploded neck guy>. The butcher’s kid.”

“And there have been others, too. I came to town to buy supplies, but I don’t remember coming here.”

Further searching takes the group into the southern store rooms, where they find more human bodies and the worm’s lair. They do not find Ansar, the ex-gendarme. Serpent and Wogan examine the bodies determining that they died from *tallowtbroat*, then something burst out of their chests later... maybe something small and worm shaped.

Wogan also investigates the bloody circle, which is a combination of shadow tongue and Kuthite writings. Some of the glyphs are similar to the Riddleport Cyphergate’s glyphs. He uses *comprehend languages* and is able to recognize Chmetugo, the name of a shadow demon who has been connected to their investigations of the Cyphergate in past months. Which means the glyphs belong to him. And the circle would be a sacrifice to send him power.

And Wogan further proves his worth by noticing a barrel of paraffin next to the still light furnace. That’s a no-no to anyone who knows about paraffin’s flammable nature. The barrel contains treasure: *cure moderate wounds potion, composite long bow (+1 strength), 15 arrows, four daggers, one set of masterwork studded leather, and 2,000 gp in assorted cash and jewelry (including an expensive wedding ring with large diamond)*. The ring’s inscription indicates that the baker’s wife died down here. The pirates quickly pocket the loot.

And they find their weapons box. Everyone cheers. Then Lucien, still somewhat the worse for wear from his recent sickness and emergency tracheotomy, shows up with his remaining guardsmen, demanding, “Now what’s all of this about?”

## LOOT

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 *hat 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.

New, legal loot from the Candlerly Shop:

- 65gp, 29sp, 88cp
- *magic candle (flesh colored wrapped in barbed wire).*
- *magical ring*
- *a bagged everburning torch*
- Paraffin barrel: *cure moderate wounds potion, composite long bow (+1 strength), 15 arrows, four daggers, one set of masterwork studded leather and 2,000 gp in assorted cash and jewelry (including an expensive wedding ring with large diamond).*