

Campaign/Game: The Sanguine Succession: D&D 5e
Episode 3: Sanguine Slaughter
Campaign Date: Verdance 28th- 30th 931 (Summer)

Date: June 24th, 2021

Characters

Barackus "Boomer" Doomhammer, Dwarf Wizard Evoker - 6 (Tim)

Bo, Human Beast Conclave Ranger - 6 (Chel)

Arro, Canine Animal Companion (NPC)

Desdemona, Dragonborn Moon Druid - 6 (Camille)

Taurianus the Bull, Human Berserker Barbarian - 6 (Jamin)

Shae, Changeling Lore Bard - 6 (Ryan)

DM: Andrew

Dramatis Personae:

Lady Julia - Penniless noblewoman of Sanguine

Baron Timeon - Your patron

Count Antimedes - Timeon says he works for him

Baron Burio - Younger noble kidnapped

Baron Claudes - Wealthy, partner and kids taken

King Valdric - The dying king

General Iskandrian - Controls the army of Sanguine

Lord Taramemnon - Sutor of Countess Synelle

Countess Synelle - Disgraced noblewoman

Count Valentius - Opposes Iskandrian, Antimedes

Karella, the Red Hawk - Famous tiefling outlaw

Galboro - A foppish underworld assassin

Urian the Fixer - An underworld figure in Sanguine

Sanguine Title Rankings

King > Count > Baron > Lord > Knight

Log:

The Privateers cautiously approach the site of the undead ambush. Bo has lagged behind, ready to provide cover fire for her comrades should they need to flee. In a clearing, the party finds over a score of mindless shambling zombies made from the slain peasant tieflings of Sanguine. Commanding them is a halfling wearing a skull mask and a fully armored tiefling

wielding a sword and wearing a full helm that features four horns. They lay in wait along with eight accursed wights - undead creatures of flesh who also drink the life force of mortals. The Privateers sneak in together. Taurianus and Desdemona charge directly into the throng with sword and fang. Boomer launches a fireball that consumes two wights and many shamblers. He uses Booming Blade to keep enemies from moving, and uses Misty Step to cross the battlefield toward the masked halfling warlock. Shae takes out some undead, then confronts the armored tiefling. Shae's rhymes magically heat the metal of the tiefling's armor such that it begins to smoke, and then actually catch fire after being turned away twice by Dissonant Whispers from the bard. All that is left of the tiefling is a burning corpse within a suit of ruined armor. Taurianus squares off against the halfling and stabs him through the throat, knocking his mask aside.



In the aftermath of the battle, the heroes realize that the armored tiefling was wearing the noble chain and rank insignia that Baron Burio once wore. The body of this fellow closely resembled the one that Bo was given by the Sanguine guard as well. Additionally, the halfling now unmasked had naught but a blasted hole for a face. A mark on his hand indicated he once wore a heavy. The Privateers realize that this is the body of Darios.

The Privateers look for the old woman once again, but are unable to find any trace of her or her hut. Did they get lost? Was it all a dream? Was she actually a ghost? They are unsure. Instead they return to

Timeon's caravan. There, the Baron is angry. What took them so long? If they were already undead to begin with, why did you have to kill them? When the Privateers question Timeon about the bodies of Darios and Baron Burio, he feigns ignorance and dismisses his hirelings concerns about necromancy and Alkir.

The remainder of the journey back to Sanguine goes without incident. The mule train enters the city just as the sun is setting. As the Privateers help unload the gold ore into the cellars of Baron Timeon's palace, they hear him address Katos, "Things went well enough. The fortress commander gave us the manuscript. Hopefully it holds the ritual that will call him." The two then retire deeper into the tacky palace.

The party retires to their quarters on the first floor of the palace. There they find Lady Julia, still steaming mad at Timeon. She offers to stand watch while the Privateers rest. While the heroes trust Lady Julia, Boomer takes the time to cast *Alarm* on each room to ward anyone from entering. In the early morning, a girlish shriek erupts from the upper floors.

The Privateers charge toward Baron Timeon's quarters. There, they find Timeon in a state, shaking and having soiled himself as he stands just outside the ajar door of Katos. Julia suppresses a giggle at the sight.

The heroes investigate the scene of the murder. Katos' head is completely severed and missing, leaving a gristly, mucky pool of blood all over the mattress where his body lies. Next to what is left of Katos is a knife of tiefling design embedded in the mattress. It carries a distinctive smith trade mark. The rest of the room is in shambles. The drapes and pillows torn open, all the chests and altars dumped leaving a mess of unguents, candles, and powders all across the floor. A bare spot on the wall suggests that there was once a four-horned mask there, and a life-sized statue of a handsome four-horned tiefling looms above an accursed altar made of the same gold ore that was taken from Timeon's mine.



Katos' ring taken from Darios is gone. The balcony window is open, and a strange red bandana used by members of the Highport Navy is found there. Evidence suggests that while the killer came from the rooftops they left by something landing in the middle of the courtyard. The party does a little searching, and Desdemona finds a manuscript within the mattress. This document expounds on the myth of Alkir. It describes a crucible of power in which one must burn a sacred flame to light Alkir's return.



Baron Timeon rejects any questioning by his employees. Instead, he gives them three days to find this killer and see that they "get the justice they deserve." Once again, he accepts no extra guards at night preferring to rest on his own. "I don't need you lot as friends," he says. "I'll have friends enough soon!"

After a quick breakfast, the Privateers decide to check out Darios and Katos' secret room in the slums. On the way, they ask about who might have killed the halfling. They get the following clue.

“There only three groups of brigands in Sanguine smart enough, brave enough or fool enough to commit murder in a noble's own palace. One is Galboro, but he's a bit of a fop. The other is Urian the Fixer. The third is the Red Hawk, but she's a dark sorceress who summons demons to do her bidding so she doesn't count. I'd put my money on Urian. He's the only one with real guts.”

The Privateers arrive at the secret cell, to find it completely empty and scrubbed clean. Absolutely nothing remains but bare stone. As they leave, they see a beggar and question him. They receive the following quotes:

“Ah, the halfling pair. Good enough men, but were well-known for meddling in necromancy. Especially that Darios one. The other, Katos I think weren't as good, but knew his stuff too for certain. I overheard them recently boasting of robbing one of the oldest tombs in Radavan, dating back to the times when the Old Gods were new! “

“I hear those halflings have been fencing stolen goods. Ancient art treasures and writings are lucrative one of a kind items, you know. They probably had some heavy pockets if you take my meaning.”

The Privateers then decide to search for Urian the Fixer. Through a series of meetings and bribes, they learn that tonight he hopes to spend the night at a tavern known as the “Spilled Guts.” He will accept the party just after nightfall. Until then, they decide to temporarily split up.

Desdemona and Shae head back to Timeon's Palace. There they do some more investigation. From what they can deduce, Timeon might be ambitious but he himself is not a mage of any flavor or power. His quarters only show off more of his decadence and tastlessness, and little in the way of skill or deceit.

Meanwhile, Boomer and Tauranius head to the temple district to visit the Shirne of the Nine, a temple devoted to the pantheon of the Old Gods. They are followed on the way there by a pair of shady dudes, but they stay well away and don't engage the two Privateers. At the shrine, Boomer asks around and gains information from the Advocate of the Judge and the Caretaker of the Mother.

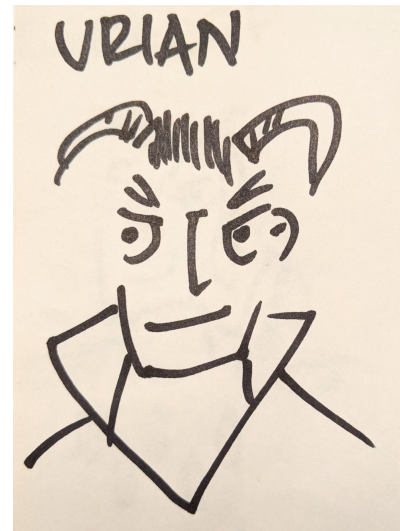
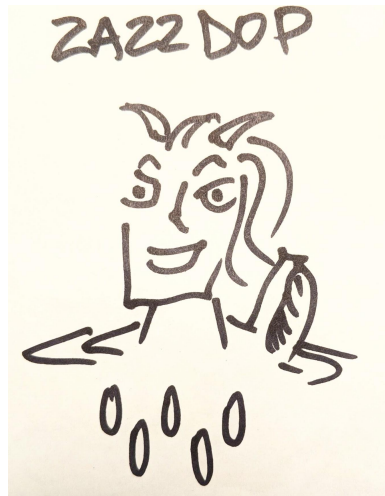
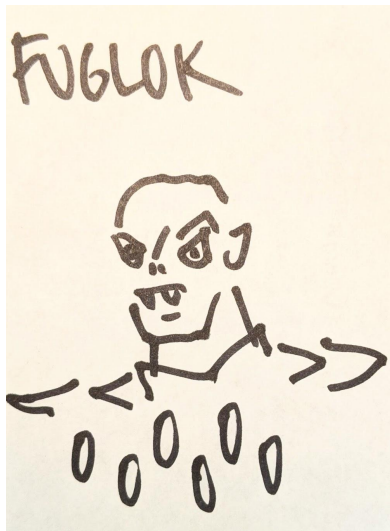


“Count Valentius hates Baron Timeon ever since Timeon insulted Countess Synelle at the High Ball last year. Mark my words, anything ill that occurs in the Baron's palace is tied in some way or other with Valentius. Neither of those fops are such fools as they seem.”

“Strange cries I’ve heard over the walls at the Royal Palace at night. Demonic pacts are practiced, mark me. The king’s tried everything else to stay alive. Now he’s turning to the powers of the abyss!”

“It’s tied in with that Alkir stuff they kept looking around for. All of them, the Baron and his halfings have been scouring the markets buying up any ancient trinkets they can find. It was Avarakash that drove the demon god out, locked him away from Kyor with his staff, then gave the sacred wood to the first king to use as a scepter to rule. That scepter protected Sangine for a millenia, but nobody’s safe with people mixed up in ancient religions!”

Boomer and Timeon leave the shrine to meet Desdemona and Shae at the Spilled Guts tavern. Along the way, they are tailed by two different thugs but they disappear as night falls. Inside the tavern, Boomer meets an old comrade. The green elf Fuglok had fought in the Ebony Company alongside Boomer, manning the left flank to Boomer’s right in what is commonly known as the Battle of the Barons in the forests of central Radavan. Many died in that conflict, including over half of the entire Ebony Company. After a few drinks, the heroes are introduced to Zazzdop. There is a moment of silent recognition between Shae and the tiefling, before they are escorted into the basement of the establishment where Urian is holding court amongst the barrels and salted meats along with a score of the toughest looking thugs.



The Privateers ask Urian and his crew a few questions, and offer their services. Urian seems reasonable but doesn't reveal too much. He insists that it wasn't he or any of his men who murdered either Darios or Katos. When they ask about the "Red Hawk" Karela, they receive the following pieces of information.

“The Red Hawk, Karela is a real scourge. She’s got more guts than a dozen soldiers put together. She used to run in the southern swamps and had a 10,000 gold coin bounty on her head. She’s not sneaky like an assassin, though. If she made a killing, you would know it was her that did it.”

“I don’t know for sure mind you, but I heard there’s a ruined keep an hour’s ride northeast into the forest where orcs are lurking. Terrible beasts those, just evil spirits given form. I hate them all and curse any sorcerers who do the foul rituals to create them.”

The Privateers spend the next night at the tavern’s main room to keep from having to travel the streets at night. The next morning they decide to make their way to the ruined keep to the northeast in the Corpse Forest to search for her. Along the way, they believe that they will catch the eye of Bo as she patrols the area so that she may join the search.

Plot Tickets:

The player characters know this information from their past.

Bo

Seeing Rakke jogged your memory. You've heard of The Red Hawk before. She used to run in the swamps of southeast Radavan. At one point she had a 10,000 gold bounty on her head when she operated in and around the province of "Tale O' Nine." That's probably why she's operating further north now.

Boomer

In the fantasy world of Kyor monstrous humanoids are all demonic forces made flesh rather than races of their own. For example, orcs may be created through a sinister ritual that requires the slaughter of a large tusked boar and its corpse prepared in a humanoid-shaped hole in the ground to gestate and grow over a period of thirteen days.

Desdemona

With all the chaos surrounding the lawlessness of Sanguine as a druid you would expect to see more animals take over the countryside. However, even though there are less people about there appears to be even less wildlife. You feel the strain of evil magic yourself, even now.

Shae

The clerics and charlatans attending to King Valdric have gone a little too far. You've heard that they are looking for the organs of a dragonborn in order to create an elixir of life to prolong the king's petty life. Be aware!

Tauranius

Since coming to Sangine, you have had a bad feeling about what you perceive as the kinetic evil that roils throughout the city-state. It may just be your superstition, but you fear that the nick in your trusty sword is a prophecy of disaster to come if you aren't careful. You just keep repeating the mantra, "Always kill the wizard first."