

Deadtide in Otari, Aftermath, and the Rajani Grievance

Thursday Sessions: April 16 and April 23, 2026

PCs: Regit Lacher • Ixor Giest • Lahota • Ilian • Sgt. Flint Ironhand

Companions: Chauncey • Grizzle

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What led here

The party returned from their last Gauntlight delve changed, diminished, and better equipped. Borgo had vanished from the active party, while Vaelistrix remained in Otari rather than continuing into the immediate expedition. The group toasted absent companions, joked through Borgo's strange fate, and accepted the arrival of a new face: **Sgt. Flint Ironhand**, an old dwarven Otari guard looking for Lasda and trying to reattach himself to the town's defense.

The party also used time in Otari to sell treasure, divide funds, recover, and upgrade. Regit worked his way toward a **+1 striking silver sword cane**. Ixor and Ilian invested in striking upgrades, Ixor also secured shield reinforcement, and the group restocked healing resources and other necessities. The lingering ghoul fever effects from prior exposure expired after rest and daily preparations. By the time the group settled into the Rowdy Rockfish, Otari seemed, for a few moments, almost normal.

That did not last.

Scene 1 — A New Dwarf at the Table

At the Rowdy Rockfish, **Sgt. Flint Ironhand** approached the party after hearing they had been entering the Gauntlight. He introduced himself as an old Otari guard, though his standing with Captain Longsaddle was complicated. Flint had left for clan matters in the Five Kings Mountains and had not fully regained his place in the guard since returning.

His immediate concern was personal: he was looking for **Lasda**, a distant relation. Flint chose to join the expedition rather than wait for answers. Lahota and Chauncey gave him their own unnerving version of approval; Chauncey judged him edible only if he died first.

The group also folded in **Grizzle**, Ilian's bear companion, whose presence quickly became both useful and chaotic.

Scene 2 — Gearing Up Before the Night Breaks

Much of the early session was spent handling the practical aftermath of the previous delve. The party divided coin, sold valuables, sorted healing potions, and purchased or transferred runes. Regit converted his fighting style around the silver sword cane. Ilian and Ixor gained important damage upgrades. Lahota contributed funds to help the front line keep pace. Ixor also pursued defensive improvement through a reinforcing rune.

This mattered immediately. By the end of the night, the party was better armed, better shielded, and more dangerous than they had been when they first crawled out of the Gauntlet. That preparation helped them survive what came next.

Scene 3 — The Gauntlet Turns on Otari

That night, while the town was settling into its ordinary rhythm, the Gauntlet ignited.

The blue beam did not sweep across the harbor. It did not wander. It fixed itself on **Otari's cemetery**, bathing the hill in cold corpse-light. The town panicked. Dogs barked. Bells rang. People screamed in the streets. Some undead clawed up from the graves. Others rose too close to the cliff behind the Dawnflower Library and tumbled over the edge like broken things spilling down toward town.

By the time the party reached the cemetery gate, guards had destroyed a few skeletons and badly decomposed ghouls, but they were terrified and would not enter. The beam remained fixed on the graveyard. The dead were still rising.

The party went in.

Scene 4 — Holding the Cemetery Gate

The first major fight began in the cemetery against a chaotic wave of undead: graveyard skeletons, shamblers, ghoulish corpses, and stronger dead pulled from old and recent graves. Flint immediately proved both dangerous and fragile, landing heavy firearm hits but taking brutal punishment in return. Ixor locked down space with Hampering Stance and shield work. Ilian and Grizzle fought as a pair, with the bear adding pressure whenever Ilian created an opening. Lahota used fire, lightning, vitality, and later healing to keep the group in the fight. Regit used the newly upgraded sword cane to pick targets apart.

The fight was punishing. Flint was dropped and brought back into the fight. Regit was nearly taken down. The undead repeatedly tried to chew through the party's front line. Ixor's protective reactions became critical when damage threatened to overwhelm allies.

The April 16 session ended mid-crisis, with Flint recovered but the cemetery still not fully secure.

Scene 5 — Finishing the Deadtide

On April 23, the party resumed in the cemetery and finished the remaining undead. Lahota's vitality magic helped burn down the last shambling dead. Regit, Ixor, Ilian, Grizzle, and Flint pressed the advantage until the immediate wave was destroyed.

During a short pause, the party looked over the bodies. Some undead were old cemetery dead, but some of the stronger corpses appeared more recent, possibly adventurers buried within the last year or so. Regit worried that killing the risen dead would not be enough if the Gauntlight could simply fire again and raise more.

The party moved deeper along the cemetery path, trying to make sure the night's danger was truly ended.

Scene 6 — The Beam Returns and the Scalathrax Appear

The Gauntlight flared again.

This time, the blue beam fixed directly near the party. The air charged. The moment felt less like ordinary necromancy and more like something being pulled or placed into the world. Two strange, hairy, spider-like creatures appeared, and another shambler began rising from a crypt or coffin nearby.

The creatures were later treated as **Scalathrax**, though the characters did not fully identify them at the time. They proved strange, oily, and alchemically significant. One attacked with venom. Another sprayed toxic oil. The party learned enough to know the creatures were not ordinary cemetery horrors.

The fight turned once the party controlled the field. Ixor's new warhammer and striking rune hit hard, destroying one Scalathrax with a massive blow. Ilian and Grizzle battered another, with Grizzle's follow-up damage finishing it. Flint's scattergun tore into the shambler. Lahota's Scrounger's Glee and vitality magic wore down the remaining undead, and she destroyed the last shambler with Vitality Lash.

The graveyard quieted.

The Gauntlight beam stopped.

The party gained **200 XP each** for the final cemetery fight.

Scene 7 — The Town Counts Its Dead

The party could see that some undead had reached the lower path near the Dawnflower Library. By the time they descended, sailors, townsfolk, and defenders had finished off the stragglers, though not without cost.

The final toll established in the session was **five citizens dead and three injured**.

A hospital or aid station formed near the Dawnflower Library. Flint tried to steady the guards, first poorly, then more effectively when he leaned into law and discipline rather than charm. Regit helped speak to townsfolk and framed the danger as coming from the Gauntlight, warning people that panic would only make future attacks

deadlier. The party tried to communicate that the light had stopped for now, but that the deeper problem remained unsolved.

The four guards who had seen the party hold the cemetery began telling people what happened. Doors opened. Faces appeared. The words began to spread through town:

The heroes of Otari had saved them.

Lahota, Chauncey, Ilian, Grizzle, Ixor, Regit, and Flint were suddenly no longer just strange adventurers poking around the old ruin. They had become public figures.

Scene 8 — Morlibint and the Strange Oil

After the fighting, the party brought at least one Scalathrax body, and later the other remains, to **Morlibint**. He was immediately disturbed and excited by the creatures. The oil extracted from them had alchemical value. Morlibint offered **75 gp** for the oil, but the party showed interest in seeing what he could make from it rather than simply selling it outright.

He suspected the oil could be useful in alchemical items, possibly anything involving fire damage or slick, slippery properties. He did not fully know yet and asked for time to study it.

This created a new research thread: the party now has an unknown alchemical resource from creatures summoned or placed by the Gauntlight during the cemetery attack.

Morlibint also gave the party a list of books he wanted from the Gauntlight libraries, using a strange arcane copying device to produce the list. Ilian turned in one bulk of valuable books for **5 gp**, and the party now has a clearer reason to search library spaces below.

Scene 9 — The Mayor Finds the Heroes

After the town began calling the party heroes, **Mayor Oseph Menhemes** sought them out. That night, he pulled them toward hospitality, food, drink, and public gratitude. The group rested at the Rowdy Rockfish and prepared for a meeting the next day.

The next day, Oseph's daughter, **Doriana**, came to fetch them. She brought them to **Menhemes Manor**, which is both family residence and Roseguard museum. The party waited in the foyer near the closed museum space before being brought into Oseph's office.

Oseph received them as both a grateful mayor and a practiced politician. He offered cigars, brandy, and praise. He framed the previous night as the moment Otari was tested and the party answered. But the praise became pressure: gratitude would not keep Otari safe. The Gauntlight had fired on the town once, and he wanted the party to return to the ruins and ensure it could never do so again.

His offer was practical: **150 gp total** once the Gauntlight was put to rest and could no longer threaten Otari.

The party was wary. Flint in particular distrusted Oseph's polished political manner. Oseph dropped some of the ceremony and admitted the obvious: he was a politician, and anything he said would be interpreted politically. But he insisted that this was still aftermath, not merely politics. The town was frightened, wounded, and alive because the party held the line.

The party accepted the arrangement as a business deal, not an endorsement. Oseph also gave each party member an immediate **25 gp** from smaller sacks, which the characters accepted. Ixor passed his share to Lahota to help repay earlier party gearing support.

Oseph promised a future dinner in their honor.

Scene 10 — Regit Visits Carman Rajani

After the meeting with Oseph, Regit went to **Carman Rajani** to discuss expanding the discount arrangement he had been enjoying. Regit argued that, given the danger to the town, the rest of the group needed similar support so they could better face the Gauntlight threat.

Carman was already drunk by midafternoon.

Rather than simply agree, Carman turned the request into a political bargain: he would extend discounts to the party if they endorsed him for mayor. He made clear he was sick of Oseph and wanted him gone.

Regit tried to understand Carman's political motive. The answer did not come cleanly. Carman's shop showed signs of previous mayoral runs. This was not a new ambition. When Regit tried to read what Carman truly wanted from the office, the impression he got was unsettling and incomplete: the request seemed too intense for something as simple as a discount or campaign favor.

Regit pushed the question directly. Why would Carman want the burden of being mayor? Why trade the smithy and his current freedom for bureaucracy and office?

Carman snapped.

He rose, broke his chair, and shouted:

"Because the sword is mine."

That is where the April 23 session ended.

Threads Going Forward

The Gauntlight can now reach Otari directly.

The attack on the cemetery changed the campaign's scale. This is no longer only a dungeon problem. The town has seen the Gauntlight fire, the dead rise, and monsters appear under its beam.

The party are now public heroes.

The guards saw them hold the cemetery, and the story spread. That fame is useful, dangerous, and politically exploitable.

Oseph has hired them, but the party does not fully trust him.

The 150 gp reward is framed as payment for ending the Gauntlight threat, not as political loyalty. Oseph wants the town to see him standing beside the heroes, but the party pushed back against being used.

Carman's mayoral ambition is tied to Vol Rajani's sword.

The sword is the emotional center of Carman's grievance: inheritance, shame, Roseguard legacy, Menhemes stewardship, and the difference between how Otari remembers Menhemes blood versus Rajani blood. The actual session reached only the cliffhanger line, so the next session should pick up with Carman explaining—or failing to explain—what he means.

Morlibint has two research hooks.

He has the Scalathrax remains/oil to study, and he has given the party a book list for future Gauntlight library searches.

The town's death toll matters.

Five citizens died and three were injured. That gives the aftermath weight and prevents the Deadtide from feeling like a harmless "hero moment."

Immediate unresolved question:

What exactly does Carman mean by "the sword is mine," and how much of his claim is legitimate, drunken entitlement, political leverage, or all three?