

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY II/O4/2012

TODAY'S EPISODE: KILL ALL VAMPIRES!

Our heroes are on an Azlanti island upon which dwells the Andoran Sun Temple Colony. They are there to hunt down Captain Baumann and capture her ship the *Black Bunyip*. But the *Black Bunyip* fled during the recent civil war on the colony. And our heroes' chase was delayed by a kidnapping by the vampire stripper, Saeng Ki. The heroes and some local volunteers entered her lair and destroyed the vampire and her pet tiger. Lavender Lil was rescued, but Nariel, the elf slave, died at Saeng Ki's hands. The pirates are standing in an ancient crypt - there are five more unopened coffins to loot before departing.

Our heroes are:

- ♣ Captain Sindawe H'kilata Narr, the fist-punchin' Mwangi monk (Chris).
- ♣ First Mate Ref "Serpent" Jorensen, the staff-bashin' Ulfen druid/ranger and his snake Saluthra (Paul).
- ♣ Gunnery Mate Wogan, the pistol-packin' celibate cleric of Gozreh (Patrick).
- ♣ Hatshepsut, monk and high priestess of a lost civilization who doesn't savvy much Common and her cobra Naja.
- ♣ Samaritha, the wand-blastin' serpentfolk wizard in the guise of a pretty half-elf, and now Serpent's wife!
- ♣ Bosun Tommy Blacktoes, the staff-slingin' sneaky halfling rogue (was Kevin, now an NPC).
- ♣ Lavender Lil, a buxom tiefling ex-prostitute, and Tommy's girlfriend.
- ♣ With them are the pirates of the *Teeth of Araska*, some 20+ souls consisting of:
 - ♣ Survivors from the ship's previous pirate crew
 - ♣ Ex-slaves escaped from their Chelish owner (Martino Marcellano) and recruited from their castaway island home
 - ♣ Various other recruits, some willing, some not.
 - ♣ Daphne, a sorceress kidnapped from the coastal town Hollobrae and dominated by Samaritha into compliance and friendly spell casting.
 - ♣ JJ, an aquatic homunculus, whose master may be dead.
- ♣ Current temporary allies:

- ▲ Xiola Chelman, a sorceress belonging to the Andoran colony's Sun Temple faction. She's asked her priest too many questions and is now on the run from his White Robes.
- ▲ Narbus Smeet, aka Lefty, son of Elder Adara Smeet, member of the Andoran colony's purist faction, and turncoat/spy for the Sun Temple faction.

LET'S KILL THOSE VAMPIRES AND TAKE THEIR STUFF

The pirates and their cultist allies stand in the crypt below a temple complex dedicated to Zura. There are five unopened crypts, one opened crypt, and two destroyed coffins.

Sindawe explains, "The five unopened crypts probably contain treasure." More loudly he adds, "And vampires! We need to destroy those vampires!" Back to a normal voice he continues, "I watched Saeng Ki open one of those using the *Sealstone* and I think she turned off a mechanical trap too."

Each crypt is covered in vampyrese script as well as a carving of a howling vampire. Wogan casts *Comprehend Languages* and reads off their names: Ang Kang Mo, Suood-Harda, Vremo Atka, Anket Re, Pria Sadara, and Ondias the Seer King (opened days again by Saeng Ki for Sindawe). Serpent cuts off the ancient, staked Ondias' head, then steps back allowing the cultists to burn the body.

Wogan researches the Azlanti *Sealstone* with *Detect Magic* and Spellcraft. Serpent tries too. Neither pirate is able to determine anything specific about the *Sealstone*, except that it only needs proximity to deactivate Azlanti magics and curses. The crypts all glow with magic. Luckily, Tommy thinks he can manage activating the *Sealstone* with his Use Magical Device skill.

A plan is worked out. Tommy, the party's rogue, will attempt to defeat the mechanical trap then use the *Sealstone* to turn off the Azlanti wards. Sindawe and Serpent will guard him and

deal with any active vampires. Wogan and the cultists will wait in the chamber above safe from any tripped traps. They are to come running in if they hear mayhem. Lavender Lil, still unconscious from blood loss, is left in her sarcophagus because she will be safer there.

Wogan and the God-Touched cultists go upstairs and busy themselves getting Lil out and ready to travel. The unconscious Lil does not resist.

Tommy defeats the first trap and then the trio of pirates touch the Sealstone before opening the lid. A staked vampire caught mid-scream lies within. Serpent cuts off its head. The pirates eagerly pull out the loot: Chaotic Scimitar +2, Ring of Mind Shielding, ebony scepter with silver head (900gp), copper mask with emerald eyes (1600gp), jade ring (500gp), and a pair of copper bracers with emeralds (2300gp each). The cultists are called down to burn the corpse with their fire magic. Everyone returns to their starting places.

Tommy defeats the trap on the second crypt. The pirates touch the *Sealstone* which is then passed over the crypt repeatedly as Tommy chants “Om Nom Siva.” The lid is opened to reveal a vampire queen, ancient looking, staked and caught in mid-scream. Serpent removes this vampire’s head with his trusty scimitar. The pirates remove: Ring of the Ram (x charges), +2 Amulet of Natural Armor, silver crown with diamonds (4000gp), cloth of gold funeral vestments (800gp), and a sapphire ring (2000gp). Wogan and the God-Touched come downstairs to burn the corpse, causing the air to become even worse. Wogan identifies the magic items before returning above with the God-Touched.

The third crypt has the same trap. Tommy repeats his earlier success and the crypt is opened to reveal a well-dressed, staked vampire king. The pirates loot and gather up: Ring of Energy Resistance (Major, Electricity), Crystal Ball, golden circlet with fire opals (3000gp), gold anklet inlaid with amber (1200gp), and gold comb set with garnets (800gp). This time the corpse is

passed upstairs for burning to maintain the breathability of the crypt room's air. Tommy also requests that Lavender Lil be dressed.

THINGS GO PEAR-SHAPED

Upstairs Wogan and the cultists open Lavender Lil's sarcophagus, gently remove her, and begin dressing her in the dead vampire stripper's clothes. This is going well until Lil stirs, then awakens.

"Where am I?" Looking at herself she adds, "What am I wearing?" She stands up.

Wogan replies, "You were kidnapped by a vampire, but you are safe now."

Lil says, "I feel so weak." Ignoring Wogan's warning to take it easy, she begins stretching and then dancing around in a manner meant to entertain the men in the room. Wogan shakes himself free of the fascinating sight. He notices that the cultists seem even more taken with her movements.

Wogan says, "Sit down and rest. You should really rest."

Lil responds by saying, "Let me dance for you. Sit on the throne."

Wogan backs away, "Let me get Tommy for you!"

Lil orders a cultist, "Hold him down!"

Wogan is grabbed by several cultists and held firm. He yells out, "Help! Trouble!"

The pirates downstairs hear Wogan's shouts and rush to help. Luckily, they weren't at a critical juncture in opening a crypt.

Lil orders another fascinated cultist, "Keep the others downstairs." The cultist moves to block the stairs with wide open arms. Tommy dodges between his legs on his way up. Sindawe also bypasses the cultist, shoving him out of the way. Serpent is two steps behind Sindawe; he too pushes the hapless blocking cultist aside. They see Wogan being wrestled by a cultist. They see Lil

walking across the room. Tommy pulls blades and charges the cultist on Wogan, shouting, "Damn cultists have betrayed us! Die!"

Wogan shakes his grappler loose. Lil dances over to the staked vampire, fascinating Serpent along the way... Sindawe and Tommy resist the lure of her dance. And she pulls the stake out of the vampire's heart, whose suddenly-resumed scream fills the chamber. Tommy runs over and attempts to power slide into position to re-stake the monster - he hits (13pts with backstab) and plunges his halfling sling-staff into the yet unhealed hole. Sindawe stuns Lil with a punch (7pts). Wogan tries a *Remove Curse* on Lil - he hits but the spell fails. Serpent tries to intimidate the cultist trying to grapple Wogan, but the cultist is more interested in obeying the nearly naked Lil. Lil's other fascinated cultist throws himself at Wogan and clings for all he is worth.

Tommy yells for help. "Someone cut this thing's head off!"

The lawful evil monk Sindawe, lacking any chopping blades, tries grabbing up the magic scimitar they just found, loses a level since the scimitar is Chaotic, and swings wildly and misses. Everyone has a good laugh. Wogan breaks free of his attacker.

Serpent quick draws his silver scimitar and lops the vampire's head off, declaring, "I follow orders!"

Lil staggers and drops - Tommy runs over and waves air around her face. Wogan examines her with *Detect Magic* while leering and telling Tommy to pose her in certain ways. He tries *Remove Curse* again and yet again it doesn't work.

Sindawe and Tommy remove the dead vampire stripper's clothes from Lil, hoping it is those items affecting Lil. It doesn't remove the underlying magic, but the male cultists do seize the opportunity to ogle her more. Wogan succeeds in breaking the enchantment several attempts later with the *Remove Curse* wand.

Sindawe yells at the cultists, "Burn that vampire corpse." The cultists go to work with a passion as if trying to burn away their shameful lust for Lil.

PIRATES LEARN NO LESSONS WHEN LOOT IS CLOSE

The pirate anti-vampire trio returns to the crypt room. Tommy cannot find the trap on the fourth crypt, so the pirates move onto the fifth one. It is safely opened minutes later, revealing a staked, female vampire with these items: Breastplate of Command, Wand of *Cure Moderate Wounds* (25), copper censer with crusted topaz (2200gp), and mahogany casket (100gp) containing five black pearls (400gp each). The staked vampire is taken above and destroyed by both groups. Nothing unusual happens, for some definition of unusual.

The pirate anti-vampire trio returns to try the fourth crypt. Tommy says "Oh, I have it now! Whoops..." as he activates the trap: water begins pouring into the room while a stone slab slowly grinds into place to block the stairs. Tommy leaps the stone slab with Sindawe and Serpent close behind. All of them clear the chamber before the slab closes the way. It grinds shut and the sound of water filling the crypt can be heard through the stone.

Wogan says, "I have a *Chime of Opening* and *Water Breathing*. Let's get you guys back in the game!"

Serpent comments that most of the Azlanti race's enemies were water breathers.

Tommy announces, "That's fiendish... they trap their enemies down below to starve but give them the water necessary to survive." They cooperatively spin a tale of some hapless skum caught by the trap, perfectly comfortable but slowly dying. Good times.

MAN FROM AZLANT

Wogan puts *Water Breathing* on Sindawe, Serpent, and Tommy, then opens the stone slab with the *Chime of Opening's* last charge. All three have stabbing weapons ready as they suspect a monster has also been released. They are not disappointed; as Serpent swims into the room a fiendish elasmosaurus is waiting and tries to take a big bite out of him. Sindawe and Serpent stab it with spear (7pts) and trident (8pts). It bites at Serpent but misses. Tommy swims wide around the creature, setting up for a backstab. Serpent stabs it again (14pts) while dodging its bite. Tommy stabs it with his *Dagger of Venom* but misses.

Sindawe stabs with his electrified spear (14pts), as does Serpent (10pts). The elasmosaur bites Sindawe (21pts) but fails to grip him in its jaws. Tommy stabs it for almost no damage; the poison fails against the mighty creature.

Sindawe puts the spear deep into the creature (19pts) as it bites Serpent (23pts) and grabs him tightly. Tommy backstabs the creature (13pts). Sindawe stabs again (13pts) but his strike pales next to Serpent's critical hit, delivered single-handed (27pts plus Pin-Holed (bleeding)) - the critical hit also activates the trident's thundering magic, which is deafening under the water. Wogan up above notices the blood churning in the water and summons a dolphin to help. The elasmosaur shakes Serpent (22pts) with its mighty head and bleeds from its pin-hole wound.

Serpent, still in the fiendish dinosaur's jaws, wedges his trident into position forcing the creature to impale itself to bite him. (Serpent was forced to spend a Gold Coin/Fate Point to avoid instant death from the elasmosaur's bite... It is well spent as death is avoided and the creature is slain).

Serpent swims back up for healing from Wogan. Meanwhile, Tommy and Sindawe tackle the last crypt. It is opened successfully to reveal a brutish muscled vampire wearing rhinoceros hide armor (+2 Hide Armor, +2 damage charging), a mahogany scroll case wrapped in gold

wire (800gp, water tight but nothing inside), Mace, ebony crook (300gp), dragon leather belt with onyx studs (1200gp). Tommy points out that the vampire is regaining flesh from the blood in the water, but it is not moving. Sindawe swims the critter back up for disposal. It takes several swings from Serpent's scimitar to behead the vampire. And it takes the cultists a ridiculous number of Searing Lights to mostly burn the damp, meaty corpse.

THEY STAY THE NIGHT

The pirates and cultist stay the night in the sarcophagus chamber. The pirates don't trust the cultist to not pull a "kill the infidels" maneuver, so the watches always include a pirate and a cultist.

Sindawe is awoken by Tommy to take over the watch. He stands up, looks around, and notices that the vampire corpse is gone. He yells everyone awake. Serpent tracks the corpse back to the bloody water-filled crypt chamber; he suspects that the bloody water drug the corpse back down below.

Tommy says, "We didn't see anything?"

"We?"

"Lil and I."

Sindawe smells Tommy suspiciously. His face smells of tomb water, dried blood, and tiefling ass. "Come on, man!" he laments. Tommy shrugs sheepishly.

The plan: Serpent will use his Scroll of *Water Breathing* to cover the pirates and six cultists, Wogan will remain above to recover his spells, the other pirates plus some God-Touched will go below to investigate, and Sindawe will take a rope to signal Wogan if they encounter trouble. They also make a couple of stakes.

The God-Touched are not swimmers because the Tears of Nuruu'gal generally prefer not to be in water. A discussion as to the reasoning behind this dangerous maneuver arises.

“Why are we doing this?”

“He'll come after us for revenge won't he?”

“Wasn't he unconscious when we were hacking off his head?”

“No, he was probably conscious for that.”

Wogan, Lil and the Fertile Family members stay above as the others go down into the water-filled crypt.

The water is tinged pink but the water around Angket Re's crypt is blood red. Serpent checks it with *Detect Magic*, but fails to notice anything. Sindawe says, “Tommy, be sure to deactivate the trap before we open the crypt.” The pirates approach closer until the blood cloud flows toward the humans.

Serpent stabs at the blood beast but misses. The creature slams ineffectually at Serpent. Tommy connects with his *Dagger of Venom* but does no damage. The cultists fire wildly with *Searing Lights* scoring three hits and a critical! 12d8 points of damage translates to 56pts of burning! Charred blood flakes off everywhere. Serpent and Sindawe end the clotted mass with spear and trident.

Tommy deactivates the crypt trap. The *Sealstone* is used again and then the crypt is opened to reveal the fully fleshed vampire. Angket's eyes flash open. Everyone wets themselves. Anket rises up and says, “Ah good! You have come to free Angket Re!”

Serpent plunges a stake into the proud vampire's heart (13pts). Sadly, no one understands that only helpless vampires can be staked. The cultists all shoot *Searing Lights* without concerning themselves with friendly fire, hitting five times with two criticals. 35d8 because Angket's a vampire!

165pts of fire lances thru his body turning him into a charred husk of burnt carbon. (The GM rules this as death by sunlight, so Angket is destroyed forever and instantly.)

FAREWELL

Wogan and Serpent heal Lavender Lil of wounds and blood loss. The pirates and cultists leave Zura's temple, using Wogan's Positive Energy bursts to open the shadow doors.

The cultists are so charged up by their adventure that they brag about their deeds upon returning to their village. Sindawe tells them that they shouldn't wash their now red-tinted robes; this tickles their fancy and they consider themselves a new elite sub-sect of Nuu'rugal's order, the Pink Robes. Sindawe counsels that they pick a slightly manlier color, like salmon or something. Their success is so great that Xiola's approval rating soars. The cultists celebrate with a potluck and dancing, inviting the pirates! Serpent and Sindawe threaten their crew into behaving. Lavender Lil finds several opportunities to plunk down in Wogan's lap.

Big Mike asks Sindawe, "What about Natulcien? She's still in shock..." After a brief discussion, Sindawe offers her the options of staying at the elf-hating colony or continuing with the ship as a passenger, not a slave. She opts for the latter course once she's assured of her personal safety (she was originally Bojask's rape-slave, till Tommy killed him over it).

COMMERCE!

Before leaving, the pirates trade with the colonists for as much treasure and Azlanti gear as they can. The pirates trade the *Breastplate of Command* to the outcasts for an Azlanti Ghost Materializer (4000gp, a three foot urn looking device), extra batteries (4) for their Azlanti weapons, the secret to recharging those batteries, plus refrigerator equipment enough to make a 10'x10' cold locker in the *Araska*. And each pirate gets a personal weapon silver plated. The rebel priest is happy for the breastplate given its Abadarian symbols.

The pirates say their goodbyes to Xiola and their other friends.

Wogan orders the pirates to search the vessel for stowaways. They find none but they do jettison several local critters from the hold.

The pirates leave the island the next morning accompanied by their new recruits: Lefty, JJ the homunculus, Claxton (a rebel), and Stoke's rebel wife, Tegan (skilled house wife). They also mourn their losses: Mano and Nariel.

Wogan casts his *Track Ship* spell and determines that Captain Baumann's ship is nearby, perhaps lying in wait for the *Araska*.