

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 01/12/2014

### TODAY'S EPISODE: BEYOND THE MIDNIGHT MIRROR

Wogan and his comrades are in the village of Karpad, deep inside the shadow-haunted nation of Nidal. He has been summoned by his sister, Anya, to deal with the problems plaguing her husband, Baron Stepan's, lands. During the pirate's investigations Anya and her child were kidnapped by shadows... possibly because the Baron is unwilling to fulfill the ancient pact between the shadow fae, Nicastor, and the Baron's ancestors – each generation must deliver its first born in return for various powers. Wogan volunteered the pirates to rescue Anya and the child from the shadow realm, while Baron Stephan waits in the real world for their return.

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.

### *THE MIDNIGHT MIRROR*

The *Midnight Mirror's* background revisited:

*Midnight Mirror in the vaults. The church uses them to imprison people. This one has been with my family since its founding a thousand years ago. It was used to imprison the leader of the fetchling rebellion. This one is also cracked and allows access to the shadow plane, which might be why the local fetchlings reproduce more quickly.*

*My family struck a deal with a demon within the shadow realm to guard our holdings. The cost is the first born child from each generation. But I reneged on the deal, because I love Anya and my son. I have been researching a means to close the gap or destroy the mirror.*

*Destroying the mirror is a difficult feat; if not done correctly its destruction will only open the gap wider. But I have found the way to do it. Will you take this dangerous mission?*

Baron Stephan has enclosed the pirates' shadows in a huge tome entitled *The Night Without Moon*. This will allow them to travel the shadow realm and return. Or at least, that's his explanation.

The pirates touch the mirror and appear in a shadowy version of the Baron's manor house. The manor house seems to be breathing or pulsating. A chained bound mirror stands up right in the corner.

Wogan finds that *light* spells require a concentration check to succeed in this realm. And a *sunrod* only produces half as much light. The pirates exit the room using the only door. The next room proves that the shadow manor house's basement is a mirror image of the actual manor house. Exits and key features, such as the iron maiden, are located in their mirror locations. Stephan's aunt Evgenia is not in the iron maiden in this dimension. Instead, her form lies on an altar before the iron maiden, writhing in ecstasy produced by spiked chains. Wogan looks away quickly.

The pirates decide to investigate the jail cells next. Wogan notices finger bones littering the ground just inside the area. He draws a beast from his *beast coffer* and sends it to investigate further in. This draws several skeletonized naga (long skeleton body and a human skull with fangs) from hiding and battle begins. Gunfire, staff, and punches make short work of the monsters.

The jail cells in this world are open rooms containing sarcophagi. Each one has writing that is unfamiliar to the pirates. The pirates pry open one to find a desiccated fetchling corpse in it. Wogan examines the husk and determines that the shadow realm is leaching something, slowly, from the body, causing the drying. The pirates open all of the sarcophagi finding:

- four fetchling corpses, two corpses that show fetchling features with some other race.

Sindawe collects the heads for later interrogation via *speak with dead*. The skulls seem to be made of some (or much) shadow stuff.

- A masterwork heavy silver mace
- porcelain masks \*2
- quiver of silver arrows (the bow has been lost to rot)
- *brooch of shielding*
- *cloak of resistance +1*

## *THEY GO UPSTAIRS*

The pirates climb the stairs out of the basement to find several hall ways and doors. This floor plan only roughly matches the real manor house. The pirates pick a door at random to find what was a well-appointed dining room whose contents have been ripped apart to build nests. Sindawe kicks over a nest which starts the next battle – a hideous baying comes from the shadows.

The baying panics Wogan into dropping his stuff and running. Shadowy hounds attack from the darkness.

Sindawe and Serpent fight the hounds by the light of Wogan's dropped *sunrod*. The hounds fight with bites and prehensile tails. Wogan returns to the fight just in time to shoot the last hound dead.

The other hound is taken alive because Sindawe wants a pet. Wogan offers his Nidalese sex party paraphernalia to leash and muzzle the hound. The pirates search the room while waiting for the hound to come too – they find wand of *cure light wounds* (50 charges, gnawed) and a waxy hand on a necklace (*hand of the mage*). Hound recovers and finds its mouth securely muzzled. Even so the domesticating process goes poorly, as it turns Serpent isn't quite the 'animal friendly' sort of ranger/druid, plus he's still sickened by the loss of his shadow. Sindawe knocks the hound out; the pirates untie it and quietly leave the room.

### *DINING NEXT TO THE SHADOW HEART*

The next room resembles the dining room of the real manor house. The far wall is bleeding some sort of black ichor and pulsating more than the other walls. The pirates guess that the shadow realm's heart lies in the courtyard.

The pirates climb the dining room stairs up to the second floor, largely ignoring the full feast laid out on the table. Sindawe does grab the wine decanter and drops it in his pack. The food and valuable flatware is left unmolested by the pirates because it has a gray, otherworldly pallor.

## *PLEASURE AND PAIN*

The second floor seems to be warped from the real manor house, but no longer a mirror image. They investigate the first bedroom and find a bed with someone beneath the covers. Sindawe yanks off the covers to reveal a male form made of shadows, possibly an incubus given the GM's description of, "its Cenobite form promises ecstasy."

A one sided fight begins. The sex-o-bite sex stuns Wogan and Serpent into wondering, "What things could it teach us?" Sindawe wades through the charm and rains blows on the pale man, including a stunning fist. He also shrugs off the creature's *lust gaze* which might cause sickening. The creature's wounds heal slowly, while it writhes in ecstasy from Sindawe's blows. The bashing continues, leading the sex-o-bite to emit a *sonic blast*; luckily, no one is deafened. The pummeling finally drops the sex-o-bite and Serpent delivers a *coup de grace* via a silver scimitar.

The head is not added to the head bag, because no one is sure about the creature's capabilities. The room and corpse are searched, but the only valuable found is a signet ring – a signet ring bearing the baron's family crest. Serpent notes the severed head's strong family resemblance to Baron Stepan. He also remembers that the baron's brothers disappeared (or died) under somewhat mysterious circumstances.

Wogan looks out the window which faces the courtyard. But the window proves to be only a mirror. The walls and materials seem to be made of a dark, mealy substance. The pirates decide to gather up the shadow world material valuables, hoping they will translate back to the Prime Material world.

## *PAIN AND PLEASURE*

The next room is another well-appointed bedroom. A body hangs from chains and hooks, quiet and unmoving. Wogan throws a rat, courtesy of the *beast coffer*, at the hanging body. In response, the hanging-o-bite opens its mouth and a cacophony of otherworldly howls emerges, deafening and confusing several of the pirates. Shadows also turn the room pitch black. Wogan casts *bless*, while Sindawe seeks out the hanging-o-bite in the shadows. The *confused* Serpent lashes out at Wogan but misses. This makes Wogan angry enough to slam Serpent with a mace. This tit-for-tat goes on for a while.

Spiked chains lash at Sindawe in the darkness, mostly missing. Sindawe's blows miss more often than not thanks to the pitch dark. This too goes on for a while.

The *deeper darkness* ends, yet the *confusion* continues – Wogan and Serpent continue bashing away at each other. Sindawe tries his silver siangham. The hanging-o-bite uses a gaze attack to *stun* Serpent, then attacks Sindawe with spiked chains that knock the monk unconscious (5 hits over 4 rounds for an average of 11pts each).

Luckily, Serpent's confusion ends and he takes over the fight, hitting the hanging-o-bite (19pts of +3 battle axe damage). Wogan's confusion ends too and he uses a positive energy burst to heal his himself and friends (13pts). The hanging-o-bite tries a great cleave, but misses all of the pirates. Wogan steps back and delivers another positive energy burst. Sindawe kicks at it from his prone position while Serpent hacks away with his axe. Sindawe stands and flanks the monster with Serpent, allowing Serpent to deliver a might axe blow (25pts). The monster drops; the pirates continue kicking and chopping at it. Serpent delivers a final decapitating blow.

Wogan and Sindawe study and search the body. The face is missing too much flesh to bear resemblance to anyone. But the body does have a family heraldry ring and a *ring of substance*, both as nipple piercings. The spiked chains appear to be integral to the monster's body.

Meanwhile, Serpent searches the room and finds an ornate, darkwood wardrobe: *+1 longsword, protection from evil potion (2)*, and an expensive belt. The walls are also covered in "*I was betrayed by my brother*" poetry.

## *THE COMMON ROOM*

The next door opens to a common area full of sofas and comfortable chairs. The doors off the room lead to small bedrooms. The room is full of fetchlings, six of them, lounging around listlessly. They perk up with mild interest as the group enters.

Wogan asks, "Who are you?"

A fetchling detachedly replies, "We were rebels. We were exiled here."

Wogan asks, "Have you seen a woman <he describes his sister, Anya>?"

Several fetchlings say, "No."

The conversation continues:

- It turns out the rebel fetchlings have been here for 1,000 years, dating back to the original fetchling rebellion.
- Several of the fetchlings are missing fingers, perhaps indicating that they have visited the basement crypt and paid the skeletal nagas' toll.
- There used to be a lot more fetchlings here, but they succumbed to depression and suicide.
- Elenuta is their leader (a fetchling departs to find her).

- Nicasor is the ruler, but maybe not of the *Heart*.
- What makes a rebel a rebel? A thousand years the fetchlings grew unhappy with human rule, but lacked the power to rebel. Luckily, Nicasor appeared and gave Elenuta powers. They attacked and defeated the baron's guards, then surrounded the manor house. They planned to demand equal rights (e.g. land ownership, the ability to trade with anyone, etc...).

One of the fetchlings asks if the pirates have any books. Only two books have survived in their library and they've all read both hundreds of times. Wogan has one and is offered their two in trade. Wogan hands over a book of religious writings by Saeng Ki, a stripper vampire priestess of the vampire demoness Zura. The fetchlings eagerly review the new reading material (it has a lot of tawdry pictures).