

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 02/23/2014

### TODAY'S EPISODE: INTERVIEW WITH A VAMPIRE

Our heroes are leaving the Nidalese town of Karpad, where they saved Wogan's sister and nephew from certain death. They are traveling north to the Nidalese swamps where they will capture a froghemoth for the infamous necromancer, Thartane.

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 TRIP OUT*

Sindawe, Hatshepsut, Wogan, Samaritha, and Serpent have finished packing gear aboard their wagon. Their mission is to capture a live froghemoth for Thartane, an infamous necromancer. After that they will return to the coastal city of Nisroch to rejoin their ship, *The Teeth of Araska*. Accompanying them is Rucia, a Karpadian waitress, who might someday also become an oracle of

Desna. Desna's faith is punishable by death in Nidal, so Rucia's motivations are mostly self-preservation.

The pirates run through their knowledge and gear for froghemoth fighting:

- *a wand of lightning bolts (27)*
- *a scroll of lightning bolt*
- *teleport spikes*
- froghemoth are fire resistant, hard to hit, hard to kill, immune to electricity but slowed by it, and are able to swallow man-sized prey whole. They have tentacles which make the 'swallow whole' action is easier. They prefer the taste of elves and halfings.
- Baron Stephan gave Wogan information on a reliable swamp guide.

Serpent holds up a single finger then announces, "I believe the weather will be cold."

Serpent's comrades look from him to the slightly more grey Nidalese sky. The group stops at a Karpad general store for cold weather gear. Then they head out.

The first day passes without incident. And the air turns colder.

The next day brings frost as they head northeast into the Atteran Ranches, which is plains country – ideal for ranching. Trampled grasses and horse piles are the only immediate signs of herds.

Midday they find a sign – a ten foot tall pole with a horse's outline carved into it. Rucia explains that the Nidalese people of this region are known as *horse lords* from antiquity. They had a strong relationship with horses, herding, and wandering. Today they are known for ranching and raising high quality horse flesh. The horse lords also have a fair amount of autonomy; Nidalese religious enforcers, including the shadowcallers, don't bother the horse lords.

Wogan asks, "Does this sign mean they'll attack us if we pass this point?"

Rucia, "I don't think so. The horse lords that pass through Karpad seem friendly enough."

The first horse herd they encounter is of the nidarmar breed. They are strong and disciplined animals. But there are no herders to be seen.

Rucia speculates, "The horse lords I knew said they made their plains safe from monsters. But the woods have always resisted them."

Serpent says, "It is a good thing we are on the plain."

Wogan awakens from his rum slumber in the wagon's bed and says, "Ugh... what about horse thieves?"

Rucia, "The horse lords hate them."

Wogan groans again, "No. I meant, what is it called? Rustling? Wrastling? Rustinglang?"

Rucia poorly stifles her giggles.

### *WE CAN'T STOP HERE, THIS IS BAT COUNTRY*

The pirates and Rucia set up camp that evening. Their fire is started with dried grass, then fueled by dried horse piles.

During dinner a woman announces herself from the camp fire's edge, "Ho to the camp." She steps into the firelight. Her hair is long, her skin Nidalese pale. She carries a practical looking spear and is dressed in leather armor.

She demands, "Who are you? Why are you here?"

Wogan introduces the group and replies, "We are traveling to the swamps."

The woman seems puzzled and asks, "Why?"

Wogan explains, "To hunt froghemoths. We are big game hunters. Who are you?"

The woman replies, “Leia Showanna. I guard the herds in this area. Big game hunters, hunh? Are you sure you aren’t rustlers?”

Wogan shakes his head, “That was the word. Rustler. Rustlers. Rustling... Nope, not us. We’re big game hunters.”

Leia asks, “What is a froghemoth?”

Serpent pipes up, “It is a dangerous beast with many tentacles and can swallow a man whole. Being dangerous makes it worth hunting.”

Leia is invited to join them for supper. She agrees. No one thinks to ask about her horse, which has yet to appear.

### *SUPPER, CONVERSATION, AND SLEEP*

Leia looks her hosts over, then says a bit insultingly, “You seem like an odd lot of foreigners.”

Sindawe replies, “And you seem like a decent representative for your people.”

Wogan asks, “Whose land is this?”

She says, “This is Liam Atterans’ stretch. Why come this far for froghemoths?”

Sindawe answers, “It was the closest place with them. And because a certain druid/barbarian/ranger couldn’t keep his mouth shut about tentacles.”

The night grows colder. Showanna spends the night and stands third watch with Wogan and Rucia. Showanna continues to pump Wogan for information.

She asks, “Rucia doesn’t seem like the monster hunter type. What is her story?”

Wogan replies, “She had trouble in her village.”

Leia asks Rucia, “Are you planning to become an apprentice monster hunter? I can show you some spear work. It might come in handy.”

Rucia agrees. The two spar for a while while Wogan watches.

Showanna tells Wogan, “Be still. Watch. Enjoy.” Then she grows fangs.

Wogan shakes off the charm effect, draws a pistol and shoots the vampire. The sleeping campers wake up.

Rucia pulls out a homemade Desna holy symbol and orders, “Back, vampire!” Leia retreats, somewhat amazed but mostly frustrated.

Leia summons bat swarms to attack Hatshepsut, Wogan, Serpent, and Sindawe, which keeps them occupied until Samaritha *fireballs* them... and her companions. Bats die by the thousands.

Hatshepsut closes with Leia and is surprised to find every punch deflected by magic.

Wogan casts *dispel magic* and removes some of those said magics. Leia backs away and hits Serpent with a *scorching ray*.

Samaritha yells, “Fire and silver. Use fire and silver.”

Wogan heals his friends using a burst of positive energy, while Serpent hacks at the vampire with his silver axe. Rucia continues to menace Leia with her holy symbol. Hatshepsut casts *cure light wounds* and touches the vampire (5pts).

Beset on all sides, Leia turns invisible. Samaritha casts *see invisibility* from a scroll, which reveals the Leia fleeing. Wogan casts *invisibility purge* revealing the vampire to all. Leia is closely pursued then surrounded again.

The vampire tries to charm Serpent, but his wife has already dominated his mind; he shakes it off. Samaritha hits the vampire with *magic missiles*, while Wogan casts another *dispel magic*.

Serpent and Sindawe beat the vampire senseless with axe and punches. Hatshepsut blocks the vampire's retreat.

The vampire combat casts, then touches Serpent with *vampiric touch*. Then she runs away. The chase continues with Wogan keeping the vampire within his invisibility purge. The vampire throws a *fireball*, Samaritha throws a *fireball*, and everyone is sad. The vampire turns to mist after Serpent's axe bites deeply into her neck.

The pirates decide to pursue the vampire, reasoning:

- We are already awake and our sleep has been ruined.
- Vampires are jerks. Leia will undoubtedly return the next night. With allies.
- Vampires are rich. Everyone knows that.

Samaritha uses her *see invisibility* to follow the vampire's gaseous form until its improved invisibility ends. Then everyone is able to follow the slow moving mist. Several hours later, they arrive at the dark branches of the Uskwood. Everyone is cold, damp and miserable, but they are young and healthy, so they bitch heartily and press on.

Wogan notes, "She might have a coven of vampires."

Sindawe replies, "Well, the vampire told us the locals hate the woods. So, we can burn it down if we need to." No one bothers to point out that a vampire's word does not constitute a legal defense... Well, maybe it does in Nidal.

Rucia and Hatshepsut are sent to retrieve the wagon. The others march after the fleeing mist.

The pirates follow the mist to a strange mausoleum in the middle of a damp glen. Aquatic featured cherub statuary stare at them with greed and malice. The mist enters through an iron gate.

Wogan and Serpent cast a few more healing spells, then Serpent and Sindawe tackle the iron grate. It stymies the strong pirates for many minutes before it is torn down.

Wogan casts *hide from undead* on the group. They follow the stone stairs down into the earth. The air turns a bit warmer during the descent. At the base of the stairs they find the crypt. The large circular room has many side passages. At its center is a pool with a dais and coffin at its center. A mist sits thickly atop the pool.

Wogan pulls a rat from his *beastmaster coffer* and throws it into the pool. The rat swims, then appears to give up and sinks. Serpent and Samaritha decide that the mist is not a vampire, but is magical... Strong enough to induce creature's to drown themselves.

Sindawe spots angry red eyes spying upon them from the side passages. The vampire spawn attack just after he raises the alarm.

## *SPAWN SWARM*

The four pirates slowly but steadily kill the first wave of attacking spawn, while fighting off the *dominate* attacks of those holding back.

Wogan is the first to succumb to the *domination* of four spawn working in unison. The spawn attacking him let him pass and fall upon his companions. They rip at his flesh with claw and fang, but Wogan remains standing thanks to his excellent armor, health, and the overexuberance of his attackers who stumble into each other.

Serpent falls to *dominate* next, but is rescued at the last moment by his wife Samaritha. She uses her own *dominate* (serpentfolk racial ability) to counter their influence. Serpent gleefully

hacks these spawn apart with his axe while Samaritha hits them with spells at a distance. She relies on her *mirror image* spell to protect her.

Sindawe destroys another spawn in the first wave then rushes to help Wogan. He tries to slap Wogan awake, but the heavy pirate is too far gone. The spawn continue gnawing on Wogan even as Sindawe destroys them. The last spawn's head and mouth are smashed flat into one of Wogan's wounds.

The last few spawn are destroyed. Wogan and Serpent start the time honored ritual of healing wounds with magic. Wogan's wounds are healed but the blood loss is currently outside his ability to fully repair.

Sindawe takes a running jump at the pool and lands on the dais. He pummels his way through the darkwood coffin, while resisting the magic mist's orders to "drown himself". Leia Showanna lies inside. Sindawe stakes her with a handy darkwood splinter; she dies hissing and spitting. Sindawe snatches up the corpse and takes a running jump back over the pool.

Leia Showanna's treasure is small in number but valuable. It includes:

- *ring of protection* +2
- *cloak of resistance* +3
- *headband of alluring of charisma* +4

The pirates spend more time searching the rest of the crypt. They find rags, bones, and the regenerating vampire spawn. The spawn are staked, beheaded, and sprinkled with holy water. Then they return to the edge of the Uskwood.



## *A RANCH*

The pirates eat a cold breakfast aboard their wagon. All are tired but in good humor; surviving a vampire attack is bragging rights. Killing a vampire is worth weeks of bragging rights.

They follow the wagon ruts into a horse lord's ranch. Several hands ride to intercept the wagon. They ask questions, then begrudgingly let wagon thru to the main house.

The ranch is surrounded by multiple circles and pens of split wood fencing. Horses in groups and alone occupy many of the pens. The ranch owner waits on the house porch.