

Adventure Path Session Summary 04/13/2013

Attendance

<i>Character</i>	<i>Player</i>	<i>Description</i>	<i>Class</i>	<i>Level</i>
Oswald Bainbridge	Bruce	Grizzled Crossbowman	Fighter	12
Xurak Darkfire	Matt	Mysterious cloaked traveler	Half-Orc Necromancer	12
Nigel Snodgrass	Patrick	Emo-Gothic figure	Dirge Bard	12
Doctor Jegen Vaus / Ironface	Tim	Elvish Eurotrash in leather pants	Alchemist	12
Sredni Vashtar's Girl	Ernest	Troubled Vudran Girl	Witch	12
Icobus Basilisk	Chris	Pale, poor nobleman, now become orcish!	Oracle	12

Season of the Witch

The group, intercepted by yet another set of witch-gates, *teleports* right into the camp of a group of Knights of Ozem. The knights have a Varisian wagon converted into a cage. They immediately demand the party drop their weapons and be escorted out of Virlych, but Nigel talks them into a more civilized discourse. They are Sir Garvis Karst and three other knights. They take Nigel's tale of being here to fend off the re-creation of the Lich King under advisement.

They have an old woman bound in their wagon. "She is possessed; we are taking her to Vigil for cleansing," explains Karst. They found her with a Varisian caravan, she was bound but being used as their good luck charm. Icobus inspects her and she's showing full on Exorcist symptoms, including vomiting up bird bones and eggshells and screaming "Your mother knits socks that smell!"

The group doesn't have anything that can cure her permanently, but Icobus gets her some clarity with a *protection from evil* spell. She says she's possessed by some kind of daemon. "You must go to the Witherleaf Barrows and save my caravan!"

“Aren’t we on the clock?” asks Sredni Vashtar. “Well, they can’t start the ritual until they have this!” proclaims Nigel, patting Raven’s Claw. “Hmm... Yes... Well then maybe later is better,” thinks Girl to herself.

The group encamps with the knights. The next morning, Sredni Vashtar’s Girl is meditating when she sees Zurak sneak over to the cage and begin to cast *dismissal* on the old woman. “Oh, here we go,” she thinks, and as the (advanced, apparently) leukodaemon materializes she hits it with a *quickened ill omen* and *feeblemind* combo. The now much dumber daemon spews out a huge cloud of biting corpse-flies, injuring and sickening everyone. Icobus casts a *mass protection from fire* in preparation for some anti-fly blasting. Oswald then shoots the leukodaemon in its last remaining brain cell with a crit (“Right In The Ear”) and it drops.

“Oh, so this must be the kind of everyday threat you fight off here,” Nigel says in blasé fashion to the knights, as everyone hacks the fallen daemon into bitty-bits. The knights release the woman, once they see that she is free from the taint of evil and realize that the party could probably extract their souls from their meat-shells in a round or two of light effort.

Girl inquires of the old lady, “Madam, what is your name?”

“Lachrymoria.” Girl rolls her eyes at the too-obvious symbolism.

“I am but a simple fortune teller, but I allowed the daemon to possess me to protect us from Marrowgarth the Ravener, a horrible dragon made of bones and leather!”

“Why were you in Virlych at all?”

“We had to flee Lastwall and our pursuers would never come here...” The group all expresses their opinions on the decision-making powers of Varisian caravans.

Party In The Barrow

They travel to the land of barrows, many of whom have collapsed or been sundered open. A bunch of burned wagons lie among the barrows. The town of Witherleaf itself is hundred-year-old ruins. Investigation of the wagons shows a lot of burning and the chaos of a hopeless battle between the caravan and a big skeletal dragon.

An unnatural storm of winds and sickly green vapors approaches. The group runs into a barrow as the Storm of Ghosts covers the area. Sredni Vashtar's Girl freaks out and runs deeper into the barrow, until Nigel removes fear from her. Some ragged looking Varisians shuffle towards the entry, asking for help. Knowing that they are doubtless ghosts, Icobus puts up a wall of fire and says "Our barrow!" They shuffle through and start burning and falling, in rank after rank.

Then, a firestorm erupts into the barrow. Everyone burns! Chanting is heard from outside. Everyone tries to protect themselves but can't see outside the barrow, and being on fire severely impedes spellcasting. Another firestorm erupts. Everyone burns.

Oswald bursts through the wall of fire and sees three figures, a sharp-fanged crone and two specters of young women bathed in green flames, hands linked, atop a tall barrow. He curses, takes cover, and drinks a healing potion. Zurak does the same thing, and identifies the two flamey women as witchflames – dead hags that can join witch covens. He casts *undeath to death* and one of the witchfires self-immolates!

Nigel is about to die from the flames when Desna comes to him and heals him and puts out the flames (thanks to a Harrow card). Icobus finally gets the *mass protection from fire* off and protects himself, Girl, and Nigel from the flames.

The remaining witchfire fires a bolt of green flame at Oswald that nearly puts him down and out; he's covered in sickening green fire. Zurak gets a *command undead* off and gains control of the second witchfire! Nigel heals Icobus.

Dr. Vaus bursts from the caravan wreckage and throws a brace of force bombs at the hag, and she is critically wounded and knocked prone by the explosions. Icobus rushes clear of the barrow and heals his comrades.

The witch turns invisible and starts crawling away. Sredni Vashtar's Girl casts *glitterdust* atop the barrow and reveals the witch, and Oswald shoots and shoots and shoots, missing every time. The remaining witchfire skedaddles.

Zurak unsuccessfully tries to turn the witch into a bunny. Nigel heals Oswald. Dr. Vaus hits her with one last bomb, and she falls. Girl pulls a gem necklace off her, a Hag's Heart.

Zurak knows that the undead dragon Marrowgarth was one of Tar-Baphon's steeds. It's like a less copyrighted version of a dracolich. And they get back on the road.

Renchurch, the Church of All Renfields

They see the ruins of an old bladed monastery with crumbling guard towers – Renchurch at last. Atop the one intact tower paces a translucent elf with a hateful face. “Ah, a banshee,” the group concludes. They approach and Zurak tries to parley with her from the base of the tower to no avail. Girl casts *passwall* and they proceed inside and up the stairs. The banshee wails, but Nigel’s countersong resists it and Zurak controls the banshee quickly. They discuss with her, and it turns out the cage is where anyone using teleportation ends up for a good shrieking. She reveals that the “Grey Friar,” a cleric of Urgathoa, is in charge and he has a key to the cage. Zurak asks her to not tell anyone we’re around and to guard us if we come back to rest, then the group heads down and out into the courtyard.

A sniper’s flaming arrows immediately hit Dr. Vaus. He slowly and sensually pulls them out of his chest. The main massive iron doors swing open and a twisted three-armed giant emerges. Oswald faints dead away.

Sredni Vashtar’s Girl steps back into the guard tower and begins to *summon* a creature. Zurak *fireballs* the belfry, and gets a couple arrows stuck into him in return. Icobus pops an *obscuring mist* to protect against the missile fire. Nigel casts *haste* on the group.

Sredni Vashtar’s Girl *summons* a huge air elemental which turns into a tornado and ravages over towards the belltower. The arrows immediately start flying towards it. Icobus casts diamond skin on himself. The athach charges Ironface and starts beating on him. Ironface returns the favor, somewhat less effectively. Nigel steps from the mist and casts *hold monster* on the athach, and it works! It freezes, its giant board with nails in it still stuck into Ironface.

The air elemental flies into the belfry; the creature within manages to resist being drawn up. Girl puts misfortune on the athach in hopes of an eventual coup de grace. Icobus heals Ironface. Ironface issues a coup de grace upon the athach and tears its throat out with his claws.

Nigel breaks an elemental gem and creates a Large air elemental who is also sent after the sniper. Sredni Vashtar's Girl flies towards the bell tower; a ghostly bell appears and begins tolling, dealing damage to the air elemental.

Zurak turns the athach into a fast zombie as Sredni Vashtar's Girl leads the air elementals down into the monastery. The rest of the group Road Runners across the courtyard to join them. More, next time!