

Reavers on the Seas of Fate - Session Summary 03/21/2010

Our heroes are on a mission to infiltrate Staufen Manor and prepare it for an attack by Captain Clap and his pirate band of the *Wandering Dagger*. Things have been going well and they have just killed Erich Staufen and his guards and befriended Jack Staufen and are heading back to Staufen Manor (not technically a castle).

Our heroes are:

- Wogan, the pistol-packin' celibate cleric of Gozreh (Patrick)
- Tommy Blacktoes, the staff-slingin' sneaky halfling rogue (Kevin, sadly absent)
- Sindawe H'kilata Narr, the fist-punchin' Mwangi monk (Chris)
- Ref "Serpent" Jorensen, the staff-bashin' Ulfen druid/ranger and his snake Saluthra (Paul)

The Staufen family includes:

- Lord Valdric Staufen, who seems to be afflicted with excessive lust. He spends all his time in his bedchamber with some "girls" provided by the local Asmodean priest, Father Bergen.
- Lady Elzbeth Staufen, the only Staufen not affected by Bergen's rituals. She is very withdrawn and sad at what her family has become.
- Erich Staufen, prideful heir of the Staufen family, who is currently dead.
- Helmut Staufen, who is currently in another country. The party got an invite into the manor by claiming they know him, but in fact they have never met him.
- Kris Staufen, who is afflicted with extreme sloth and never leaves his room.
- Jack Staufen, a torture-happy little freak who lusts after his mother. Not sure what sin he represents, maybe wrath.
- Amalinda Staufen, a bookish anorexic woman who likes having sex in crypts. Might represent the sin of envy.

- Rosalin Staufen, an extremely stuck-up woman who hates anyone who is not of noble blood. She is afflicted with extreme greed and keeps a massive collection of stuff in her room.
- Leonor Staufen, an immense grotesque blob of a woman. Afflicted with gluttony, she never stops eating.

Deviled Hams

The party takes a moment to discuss whether they have anything in their inventory that would actually hurt devils. It turns out they don't. *Serpent* and *Sindawe* spent a lot of money on acid and alchemist's fire at the gnomish alchemist's shop in town, which are both utterly useless against devils.

Serpent offers up, "I think there's about an 85% chance that the priest, *Bergen*, is actually a devil. We need some silver weapons."

Sindawe questions, "Why do you think that? I thought he was just a human priest."

"C'mon. He used all these devil rituals to turn the Staufens into devils!"

"He could still be just a priest."

"I don't know of any priest spells like that."

Wogan chimes in, "Yeah, me either."

The party doesn't want to go into the village with *Jack* and *Erich's* body. *Serpent* volunteers, "You guys watch Jack. I'll go to the blacksmith and be right back." *Serpent* takes the other character's money and heads off. The others quickly get bored and head straight off to the manor.

At the manor, there is quickly quite a bit of uproar when *Sindawe*, *Wogan*, and *Jack* arrive with *Erich's* body. The priest *Father Bergen* arrives on the scene, and immediately goes to check *Erich's* body. He demands to know what happened to *Erich*, and *Jack* spins the tale, telling the priest that *Erich* was killed by giant spiders. *Sindawe* and *Wogan* back his story up. *Father Bergen* seems to believe them. He checks over the body, and *Wogan's* careful forensic doctoring seems to pass muster.

Lord Valdric Staufen comes rushing out the door, pulling his overshirt on. He runs to the body of his son and appears genuinely sad. *Lady Elzbeth* arrives soon and

begins to wail. She throws herself on Erich's body. The Lord asks a few questions and the party lies once more.

After a bit, some of the other Staufen children come outside but they appear not too affected by Erich's death.

Lady Elzbeth points an accusing finger at Father Bergen, "This is all your fault! You and your devil magic!" She carries on for some time before eventually *Rosalin* and some guards escort her away.

Serpent Goes to Town

In town, Serpent is stared at with a great deal of fear by the locals, but he doesn't care. He has a 14-foot snake to keep him cool at night. The smithy is easy to find, and there Serpent is greeted by a large man with a singed beard.

"What are you looking for?" the man asks.

"My friends and I are looking for silver weapons. You deal in silver or know anyone who does?"

"Why, no, sir..." he says nervously. "That would be illegal in this town."

"Oh... well then. I didn't know that." Serpent tries to convince the blacksmith that no one would ever know who had helped him if he could spare some silver but the blacksmith seems too scared to say more. The blacksmith's apprentices all seem to have their ears peeled to hear the conversation over their own pounding hammers. The blacksmith draws a symbol in the soot on his apron that resembles the alchemist's sign.

Serpent nods in understanding. "Well, thank you for letting me know about the local laws, then. I guess I'll be off." As Serpent leaves the smithy he sees one of the locals sweeping a porch suspiciously and staring. Serpent stares back at him for a while and then beelines for the alchemist's shop.

In the tiny shop, Serpent meets with the gnomish alchemist, *Jona*. Serpent doesn't bother lying and tells her that the Staufen family have all been taken over by all this "devil-stuff." "I know that the Chelish nobility are all into being allied with devils, but this is excessive even by their standards."

Jona says, "Why don't we go into the back room." She lights a noxious poison-ivy incense in the front room to discourage visitors, and takes Serpent to the back. In her

secret stash, she has some alchemical silver, a couple of holy waters, and a potion of cure moderate wounds. Serpent has her make his scimitar silvered and buys the holy water and potion. He also gets some silver shot for Wogan's guns and Tommy's sling, plunking down 500 gold altogether.

When Serpent finally gets back he finds only a note tacked to the road-sign. "Got bored, went to the castle."

Grumbling, Serpent heads off to the manor. Along the way he meets a raven, but it doesn't seem to talk so Serpent passes it by. When he gets to the manor, he is happy to find he doesn't get shot down by arrows and in fact gets let in to the castle.

Back at Staufen Manor

In the meantime, Sindawe and Wogan have been amusing themselves in Staufen Manor. After 10 minutes, Lord Valdric seems to be done with mourning and heads back inside to his whores, unbuckling his belt as he goes. *Amalinda* grabs Sindawe and pulls him aside for some private kisses and to talk about the current situation. She is convinced that she can become the next heir to the Staufen family.

Wogan follows Jack around to make sure he doesn't get into trouble. Jack goes to have a bath, and has one of the prettier maids assisting. Wogan ends up listening through the door as Jack gets rough with the servant. Apparently she's been naughty and needs some punishment. Wogan shudders as he remembers what Jack said about his fondness for torture. He steadfastly ignores the whip-cracks and muffled screams; they persist for some time.

Sindawe tries to help *Amalinda* go talk to her father, but Rosalin has already beaten them there. *Amalinda* and Sindawe try to convince Lord Valdric to talk to them instead but Rosalin ends up gaining the conversational upper-hand and Lord Valdric asks *Amalinda* to leave, but promises he'll talk to her later.

Sindawe says, "Well, perhaps if you can't talk to father, maybe you could talk to your mother."

"Why?" *Amalinda* asks. "She doesn't have any influence."

Sindawe convinces her to go talk to Lady Elzbeth anyway. *Amalinda* has a short conversation with her mother, but this quickly fizzles out.

“Maybe you should go talk to your brother Jack,” Sindawe suggests, “While I talk to your mother.” Amalinda quickly agrees with this and leaves.

Once Amalinda leaves, Sindawe asks, “So, can we talk here? Is anyone listening?”

Elzbeth seems confused. “No, why would anyone be listening?”

Relieved, Sindawe begins talking to her. Elzbeth tells the story of how Father Bergen arrived and all of her children changed and became “horrid.”

Sindawe assures her that he was sent here by her faithful son *Helmut* to “take care of this little problem.” She believes that if Father Bergen is disposed of, maybe her family would return to normal. Sindawe asks her questions about the family's habits and tries to figure out a good way to draw Bergen out to somewhere isolated where he can be easily killed. He also tries to convince Lady Elzbeth that Jack might have killed Erich.

Amalinda comes stomping past Wogan and begins to pound insistently on Jack's door.

“I think he's busy...” says Wogan. She ignores Wogan and continues to pound.

Jack finally answers the door, slipping out without letting Wogan and Amalinda see inside. His clothes are in disarray. “What do you want, sister?”

Amalinda says, “With Jack gone, someone needs to step up and take charge here.” She goes on in an unfocused way for some time, trying to convince Jack that she should be the leader of the family. Jack agrees with her just to get her to leave. She triumphantly swishes away down the hallway.

As Amalinda spots Sindawe in the hall, she exultantly kisses him.

“I take it things went well with Jack. So, where's your room? I'd like to see it.”

“OK, let's go into my room. The peasants are watching.” she glances at Wogan.

“Hey, I heard that,” Wogan objects.

Amalinda's room looks abandoned and dusty; there's odd stains on the carpet next to one of the two beds. When Sindawe asks why, Amalinda tells him she shares this room with the monstrously ravenous *Leonor* and therefore neither of them really spends any

time here. But soon, she will be able to get her own room, a bigger one. With a window. She paces and rants for some time, before Sindawe gets bored and slips out.

Going to the Chapel

Serpent heads for the chapel. Erich's body has been laid on the altar. Father Bergen is here, as are two temple guards dressed in leather armor covered with long spines. Serpent sees Father Bergen's tall star-tipped staff and immediately recognizes him as the same priest who the party had previously espied at Trail's End Villa (see session summary 6).

“Can I help you?” Father Bergen asks. It seems he doesn't recognize Serpent.

“I came to pay my respects to Erich.” Serpent says, approaching the altar. “In my homelands, when a warrior dies we believe his soul can only be freed by burning the body on a pyre. Don't the Asmodeans also believe this?”

“Oh, don't worry. His soul is spoken for.” The priest titters disturbingly. “You know, you should consider the benefits of giving your soul to Asmodeus. He could give you much power.”

“I heard that since you came here, the Staufen men have become faster and stronger. Can Asmodeus' rituals do the same thing for me?”

“Well, that kind of ritual is only for the Chelish nobility.”

“Oh, well then I guess Asmodeus doesn't have anything to offer for a simple Northman like me.”

They chat for a while more. As Serpent turns to leave, the priest stops him. “One thing. What were Erich's last words?”

Serpent thinks about it and he remembers Erich yelling “Treachery, kill them all!” but doesn't think this would be the best thing to tell the priest. “Uh, I remember him bravely charging the spiders to protect his subjects. I don't remember any specific battle cry though.”

“Thank you,” says the priest, his eyes boring into the back of Serpent's head as he departs the dark chapel.

Later, Serpent meets with his comrades and hands out the silver shot and the potions.

“Did any of you tell the priests that Erich had some sort of last words?” Serpent asks.

“No, we didn't say much actually. Jack pretty much took over.”

“Hmm. OK. The priest asked me what Erich's last words were. I don't know why.”

Dinner with Jack

The party heads to dinner. The only family members attending are Jack and, surprisingly, *Kris*. This is the first time the party has seen the reclusive Kris Staufen. Kris is a gaunt man who seems to keep falling asleep at the table. Since Jack is the only conscious person here, Sindawe begins to openly discuss plans to murder Father Bergen and other family members. After several potential plans are shot down, they decide that possibly the best time to do it would be during Erich's funeral. The guards and servants will all be shut out of the chapel at this time, allowing the party to slaughter Bergen and the family in peace. The chapel walls are thick stone and the doors are heavy, so unless someone breaks a window it's unlikely anyone will know what's going on in there.

The Next Day

The party gets a good night's rest. The next day is rainy with a heavy fog. The visibility is less than 100 yards. Tommy gets the job to go around to the human manor guards today and spread the word that the Staufen family wants to have the human guards killed and replaced with albino orc devil soldiers. Sometime before lunch Sindawe goes to see Elzbeth. He lets Elzbeth know of the plan to attack Father Bergen during the ceremony. He also asks her to have a note sent to the guards during the ceremony asking them to attack the orc soldiers.

Sindawe decides to head down to the village to get a snack that he can use to distract Leonor later. On the way out of the castle he sees some of the strange orcs harassing a girl with long blond hair and golden eyes.

“Let's go, the Lord is expecting you.” he says and grabs the woman by the arm. The orcs follow him, and Sindawe takes her all the way to the Lord's chambers. The girl thanks him breathlessly.

“So where were you going?” Sindawe asks. He can hear the sound of the lord entertaining some prostitutes behind the curtain.

“To the laundry room,” she says.

Sindawe checks to see if the orc soldiers have gotten bored yet, but they are camped out beside the door. He grabs some dirty laundry from the Lord's chambers, pushes it into her arms, and opens the door. The girl appears to be scared when Sindawe opens the door. “Those orcs are mean.”

Sindawe grabs a couple bottles of liquor and goes out to hand it to the orcs. “Here, guys. Take this and get out of here.” The orcs just glare at him.

Sindawe thinks about this a second, then suddenly yells out, “How dare you say that about Amalinda!” and attacks one of the orcs. He lands a significant punch that would have taken down a human, but the orc's ferocity keeps it up, although staggered. The orc draws its greatsword, but is too stunned to attack. The other orc raises a crossbow and looses a bolt, but it goes wide. The girl slams the door behind Sindawe. Sindawe punches the orc in the chest and he falls down with a loud clang. The second albino orc swings his greatsword but Sindawe ducks under it, then pops up to clap the orcs ears hard enough to deafen him. The orc swings again, but Sindawe dodges to the side. The orc's eyes flash, creating darkness in the corridor, but Sindawe manages to clip him again. The orc finally cleaves into Sindawe's ribs, causing blood to flow. “You hit like my mom!” Sindawe yells. Sindawe hits the orc again, taking him out. The orc falls over his comrade, and Sindawe can hear screaming coming from inside the room. “It's OK.” Sindawe says through the door. When he opens the door, Lord Valdric has sprung out of bed and is carrying a sword.

“What's going on here? Why did you kill these men?” he bellows.

“They attacked. Plus they said bad things about your daughter.”

“Which one?”

“All of them!”

The girl adds to his story by claiming the orcs attacked her and were going to eat her. Valdric is convinced and apologizes.

“Thank you for your service, Serpent. Sometimes these soldiers get a little twitchy.”

“It's Sindawe, sir.” says Sindawe. Under his breath he adds, “I'm going to enjoy killing this guy.” Before he leaves, Sindawe makes sure to take the gold from the orcs' pockets and snap their necks to make sure they're dead. He goes to find a servant to move the bodies. Sindawe enlists the help of Johan, the long-suffering servant who had been tormented by Serpent earlier. Johan faints but Sindawe revives him and makes him help haul the dead orcs to Erich's room, where they stuff them under the bed. Sindawe drinks the potion he got from Serpent earlier and heals the wound the orc gave him.

After Sindawe comes back to the characters' quarters, he tells them the story. He asks, “That whore had gold eyes. What race has gold eyes?”

Serpent shrugs, “Tieflings maybe? Or one of the celestial ones, what do they call them? Aasimars. I don't know, didn't Erich say that Father Bergen provided girls for Lord Valdric? Maybe she's like a shapeshifted fox or something.”

Sindawe says, “Why a fox? If you were going to shapeshift an animal for sex, wouldn't it be a rabbit?”

Wogan chimes in, “Because she was foxy?”

The characters discuss this for several hours, speculating on what kind of animals would be sexy if shapechanged into a whore. Wogan clings oddly to “turtle” as his answer. Tommy asks one of the guards he has become friendly with, *Friedrich*, and Friedrich admits that he thinks horses are kind of sexy.

The Funeral Gets Lively

Midnight arrives and the family gathers for the funeral. Father Bergen and his guards are at the front of the chapel. Lord Valdric, Lady Elzbeth, and Rosalin fill the front pews. In the second row, Sindawe sits by Amalinda and Serpent sits by Jack. In the third row, Leonor sits devouring an entire turkey and Kris sleeps peacefully. Wogan and Tommy sit in the back.

As Father Bergen begins his speech, Wogan stands up on the pew in the back row and shoots Father Bergen with his pistol, wounding him. The other characters take this as the signal for the attack to begin, and leap into action.

Jack jumps up, grabs his whip, goes into a rage, and wraps his whip around his father's neck.

He screams, "This is for stopping me from raping mom that one time! It was my *birthday!*" The whip fails to penetrate the chainmail that Lord Valdric wears under his funeral finery.

Lady Elzbeth casts a *fear* spell and manages to cause one of the temple guards to begin cowering in fear. Wogan advances and casts *spiritual weapon*, creating a huge glowing trident to strike at Father Bergen. It manages to draw blood.

"I thought you would commit this treachery!" calls Father Bergen. He casts a spell of sanctuary. Sindawe runs up and throws a punch, but the sanctuary spell stops him short. Serpent moves to engage the second temple guard, who is now trying to hit Sindawe. He smacks the guard with his staff.

Serpent orders his snake Saluthra to strangle Rosalin, but she dodges and shoots Saluthra with a poisoned hand crossbow, inflicting some poison damage upon the snake. Amalinda uses a wand to throw flame at Rosalin. Although Rosalin is unhurt, her hand crossbow is burned. Rosalin cries, "You bitch!" and turns to start fighting Amalinda.

From outside, the characters can hear a low boom as if from a cannon. The characters assume this must be *Captain Clap*, starting his attack.

Tommy begins pelting people with sling stones. He hits Rosalin once.

Jack continues trying to hit his father with the whip over and over, but continues to have no success. Finally Lord Valdric tires of the game and cuts down Jack with his sword.

The Lady Elzbeth runs up to attack Father Bergen with an envenomed dagger but she is hit by the guard with a scimitar, cutting her deeply. The forces of Asmodeus stop her from being able to hit Bergen.

Wogan's spiritual trident hits Bergen once more, wounding him more deeply this time. Wogan moves around the battlefield, casting a spell of protection on Serpent, and several healing spells to keep the party up.

Father Bergen reaches up and whips a piece of black velvet off of a large mirror. This mirror is easily recognizable as the devil-summoning mirror that the characters had previously seen Father Bergen buying at Trail's End (again, session summary 6).

“Fools, Asmodeus will send his devils to protect us!” He channels foul energy into the mirror, summoning two shrieking skinless goatlike humanoid devils from Hell. The devils charge Elzbeth and Sindawe, hitting both of them with their immense horns.

Sindawe and Serpent are still fighting Bergen and his guard. Sindawe slams the guard and takes her down, and Serpent bludgeons the priest, wounding him well.

Saluthra shakes off the poison and grabs one of the devils, keeping it held for most of the fight.

Rosalin tries to run but Amalinda tackles her. Amalinda punches her sister in the uterus.

Kris wakes up and starts trying to use a suggestion power to influence the combat, but Tommy grabs his bag of prepared foodstuffs and throws it on Kris, screaming out, “Leonor, tasty tasty foods!” Leonor lunges for her slothful brother, pinning him with a battleaxe like it’s a giant dinner fork. Kris suggests to Leonor, “Leonor, sleeeeeep.” Leonor falls for the suggestion, falling asleep directly on Kris, quietly gnawing his bicep. “Comfy...” says Kris, and falls back asleep.

Bergen hits the whole area with an *order's wrath* spell, filling the area with a buzzing grid of lawful energy, causing a massive wound to Serpent and leaving him dazed. Sindawe rushes to the back of the room, grabs the huge devil-mirror, and pulls it down on Father Bergen just as Bergen was beginning to channel more evil energy. Father Bergen looks quite surprised he passes right through the surface of the mirror and gets sucked straight into Hell. The mirror smashes, leaving behind large shards of glass and Bergen's smoking boot heels.

Wogan throws a positive energy burst to heal the room at this point, which revives Jack. Jack finally manages to disarm his father with the whip. When Valdric goes to pick up his sword, Tommy stabs him in the kidneys, and then stabs him again, taking him down.

The cowering temple guard finally recovers from Lady Elzbeth's spell and strikes at Serpent with a Cornugon Smash, which misses miserably. Serpent smashes the guard

with his staff. One of the devils leaps over and slams its military fork into Serpent, causing him to scream in pain, but Serpent delivers a last blow to the guard, knocking him out clean.

One of the devils laps up Lady Elzbeth's blood and goes into a blood rage. Serpent takes out his silver scimitar and delivers a wound to the raging devil. From outside there are more sounds of cannon-fire, and now guards are starting to try to break down the door.

Jack wrests the signet ring off his father's fingers, runs to the door and begins lying to the guards, "The priest went crazy and started killing everybody!"

The grappled devil finally manages to hit Saluthra with its horns. The other devil rages on Sindawe, but only gets a fist to the face for its troubles. Serpent finishes the devil off with a blow from his silver scimitar, causing it to explode in a burst of sulphurous smoke. Saluthra finally finishes off the other devil.

Rosalin finally takes Amalinda out with a rapier strike. Wogan runs over to strike at her. Sindawe runs all the way from the front of the chapel to the back to stop Jack, who seems to be now unbarring the door, but it's too late. The guards are already pouring in through the door. Jack is babbling something about evil priests and securing the area. Serpent takes one look at the guards and goes to retrieve his snake and tries to look innocent.

Rosalin decides to back Jack's story. "Yes, the priest attacked us! We barely survived!"

Intermission

Sindawe goes to try to save Amalinda. As he tends her wounds, he says, "If the priest betrayed us, those orc soldiers surely will too!" He's still trying to turn the guards against the orc soldiers, but the guards aren't taking the time to listen to him.

"What's going on out there?" asks Jack.

"The town is under attack!" reply the guards.

"Really? Does Father Bergen's treachery know no bounds?" Sindawe screams.

Wogan goes over to “tend” to Lord Valdric, secretly finishing him off while pretending to heal him.

Some of the characters move out to see what's going on. One of the orcs by the main gate calls out, “Attackers coming!”

Sindawe takes the unconscious Amalinda up to her quarters. The rest of the characters follow, hoping to get in some preemptive looting. Tommy unlocks the door to Lord Valdric's quarters and the characters enter. Lord Valdric's whores shriek and huddle on the bed.

Serpent approaches the girls. “We're not going to hurt you. Just help us settle a bet. Why are your eyes gold? You're shapeshifted foxes, right?” The girls ignore his question and squeal in fear.

“Naw, I told you they were rabbits,” says Sindawe. “Now, where are the valuables here?”

The characters begin gathering the lord's jewels and jewelry. “But seriously, why the gold eyes?”

The girls say, “We were born that way.”

Serpent presses, “What race are you?”

“We're aasimars,” they claim.

“See?” says Serpent. “I was right - the second time!”

Sindawe takes pity on the girls, knowing what will happen to them if the pirates find them. He has the girls don cloaks and takes them to go hide them in the crypt below the chapel.

Outside, the guards are milling around semi-leaderless. Jack is attempting to whip them into shape (with his whip) but having little success. In addition to the human guards, it appears there are ten albino orc soldiers out here, mostly right in front of the main gate.

“What's going on?” Jack says as the characters shuffle the girls by.

“We're hiding everyone in the crypt.” says Sindawe.

“OK, sounds good.” says Jack.

Sindawe shows the girls the secret entrance to the crypt and shows them in. The characters notice Kris Staufen has been removed from the chapel but the grotesque

Leonor is still here. Sindawe turns to one of the guards still in the chapel and pops him twice in the face, calling out, “Kill the others!” Wogan runs to secure the chapel door. Tommy quickly takes out another guard with a sneak attack.

The third guard yells “Aieeee! Treason!” He runs for the door but Serpent strikes him quickly across the head, taking him out.

The party gathers around Leonor's massive body and all raise their weapons. “On three we strike,” says Sindawe. They strike Leonor and kill her. She explodes in a massive burst of acidic puke, causing some damage to everyone. The party makes sure the guards are dead, then Wogan heals the characters with a healing burst.

Does This Make Us Ninja Pirates?

The party heads out of the chapel. They take a look at the five orcs guarding the gate. Sindawe tries to convince them that they are needed in the tower, but only two of them take the bait. Serpent casts his shillelagh spell on his staff and Sindawe looks at the soldiers. “You're gonna die,” he informs them calmly.

The orcs charge the party but don't manage to hit anyone. Serpent slams one of them with his staff and Sindawe punches another. One of the orcs slashes Wogan for a serious wound. Serpent slams his orc again, staggering him. Tommy misses the orc but tumbles to the gate. Serpent and his snake both strike the orc in front of him, killing it. Sindawe finishes off the orc attacking him. Serpent orders Saluthra to grab the last remaining orc and moves to the gate.

“Sindawe, help me with the door!” Serpent calls.

“What door?” replies Sindawe.

“The big one!” Serpent shouts.

“That's not a door, it's a gate!”

“Stop being semantic, or pedophilic or whatever, and get over here and help me!”

Wogan, Serpent, and Sindawe pool their strength and throw the bar off the door with one mighty heave. The pirates pour into the courtyard and the game enters mass combat.

The Battle Is Quick

The pirates hack down half of the remaining orc soldiers, and the orcs respond by taking down one pirate. Serpent strikes down one of the remaining orcs. Tommy finishes off a wounded orc, leaving only one. The pirates are easily killing three guards for every man they lose, and Serpent kills the last orc with two massive blows. Tommy and Sindawe grab some pirates and lead them to the secret gate through to the inner courtyard.

Jack and the remaining guard unit are trying to close the inner gates. Wogan takes out his pistol and shoots Jack Staufen in the face from across the melee. “Yo ho ho, bitch,” Wogan says as Jack falls dead, his whip uncoiling limply in the dirt.

The manor guards kill another pirate, but in the meantime the pirates are killing the guards in great numbers. Serpent pitches in, taking out two guards. Wogan heals all the pirates that have been taken down, bringing them back into fighting shape. The pirates quickly beat the guards into surrender, then execute all the surrendering guards.

Captain Clap calls out, “OK, everybody! LOOT!” Pirates swarm out of the courtyard into the mansion.

Looting

The party quickly runs up to the third floor to claim the best loot for themselves. They start with Valdric's chamber. In Valdric's chamber, they come across a drooling, bat-winged, baby devil. It spits acidic spittle at Sindawe, but he dodges out of the way. Sindawe runs up and punches it but does barely any damage. Serpent pulls his silver scimitar and strikes at it but it seems resistant to silver as well. Sindawe punches it again. This goes on for some time as it continues to be pummeled by Tommy, Sindawe, and Serpent. Wogan throws an ice spell at it but it is immune. He then tries stormbursting it which at least hampers it a bit. Tommy finally backstabs it and takes it out.

The characters grab a bedsheet and load up as much as they can from the room into the sheet. They move on to Rosalin's room and find that it is packed with furniture and goods. Wogan detects magic and finds a mysterious bottle with a glyph-sealed stopper. Wogan believes it is an *eversmoking bottle*.

In Kris' room they find a sleeping Kris Staufen. The room stinks of a sewer; there is a cauldron-sized chamberpot next to the bed and filthy handprints on the wall. Sindawe quickly kills Kris. There seems to be nothing valuable here.

In Elzbeth's room, they find a scroll and a magic cloak. By this point, the place is filling up with pirates. Some of them are dangling the long-suffering servant Johan out a window. Sindawe argues that Johan knows where the alcohol is and the pirates drag him off to get the booze.

Tommy tells the characters that the loot is all destined to be divided between all the pirates, and the characters conceal as much treasure as they can on their persons. Sindawe asks about the policy on women, it appears that women are considered spoils as well, to be shared with the whole crew. The characters make the decision to leave Amalinda and the aasimar girls concealed below the chapel. The pirates abandon the burning manor house and head down to the shelled town.

On the way to the ship, the characters stop at the alchemist's shop. Sindawe forces the front door open. "Jona, are you here?" He gets an acid spray in the face from a well-laid trap. Serpent heads for the secret cache in her back room. In the secret cache he finds a potion of hypnotism. It allows the drinker to hypnotize creatures as the *hypnotism* spell.

Sindawe steals the big brass sign from the Brazen Apple. The characters notice the statue of Amros Staufen in the town square has had its head blasted off by a cannon; Sindawe takes a piss on it for good measure.

Thalios Dondrel, son of Mordekai, runs up yelling, "You have to see this!" The characters run over to see what he's found. In a barn the party sees a pumpkin of incredible size. "It must be mine!" says Thalios. Wogan casts detect magic on it, but it is not magical. Thalios and Sindawe manhandle the 70 pound pumpkin into a wheelbarrow and start taking it to the ship. Serpent is convinced they are crazy, but six pirates come running after them, enchanted by the pumpkin. The quartermaster encourages them to load it up. Some of the pirates paint a skull-and-crossbones on the pumpkin. "Wooooo!!!!" they yell. Terrorized Chelish bourgeoisie watch from the windows of the buildings that aren't aflame as the pirates ravage their way back to port.

The characters load everything onto the pirate longboats and take off as the sun rises. Dividing the spoils will have to wait until next session.