

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 04/17/2016

### TODAY'S EPISODE: NIGHTFALL STATION

Our heroes have sailed into the Shackles on their way further south. The *Teeth of Araska* is berthed at Rickety's Squibs for repairs and improvements. Meanwhile our heroes went to Bloodcove where Mitabu has promised a "big score". This involves hiring on as guards with the Aspis Consortium for a trip up the Vanji River. This plan immediately goes from awful to *Heart of Darkness* because the crew must retake White Bridge Station from the Ekujae elves and then later venture up a tributary to catch a shambling mound whose spore-growths act as fuel for the ship's protean engine.

#### PCs:

- ♣ Captain Sindawe H'kilata Narr of the *Teeth of Araska*, the fist-punchin' Mwangi monk (Chris).
- ♣ Chief Gunner Wogan, the pistol-packin' celibate cleric of Gozreh (Patrick).
- ♣ Quartermaster Ref "Serpent" Jorensen, the staff-bashin' Ulfen druid/ranger and his snake Saluthra (Paul).

#### NPCs:

- ♣ Mitabu, a trap-loving Mwangi rogue.

### *Shambling Passenger*

The *River Queen's* crew loads the unconscious and netted shambling mound aboard. Hurg extracts large spores off its back to fuel the protean engine. The rest discuss how to keep the shambling mound properly restrained. Serpent leverages his druidic knowledge to come up with the "dry it out daily" plan... use a camp fire to dry it then a heat stone to keep it that way. Plus, tarps to keep rain off it.

Captain Kelim Esteban approves this plan. Each night the ship must anchor anyway, so the pirates and shambling mound are put ashore for the drying.

The first night of smoking involves a lot of experimenting by Mitabu to get the drying just right. The shambling mound grows sleepy and placid. The encampment is attacked by mosquito swarms later than night. These deadly swarms deal 7-10 points of damage each round. Several members of the detail react by activating *eversmoking bottles*, alchemist's fire, jumping in the river, and casting *repel vermin*. Sindawe goes underwater and stays underwater. "We Bonuwat can hold our breath longer than anyone," he muses from below the river. Mitabu uses a bent sapling to fling burning logs at the swarms, which works well until one fling rips the netting holding the shambling mound.

Soon enough the camp is blinded by smoke with swarms circling outside and diving in when the wind parts the smoke. Serpent summons a zebra and sends it tearing into the jungle; several swarms give chase. Mitabu and Serpent grab the shambling mound's net and restrain it.

Sindawe resurfaces after several minutes to see the camp in chaos. He circles around outside the smoke and swarms and spots a mosquito the size of a man flying around the smoke; it has a bloated red belly. Serpent casts *burning gaze* off a scroll and burns a swath thru several swarms. Wogan casts *downpour*, pummeling the swarms and reviving the shambling mound which attacks Serpent.

Wogan casts another positive energy burst and heals the wounded. Mitabu and Houghmann cling to his thighs to enjoy his *repel vermin* barrier. Wogan blasts the shambling mound with his blunderbuss; everyone's hearing recedes for a while.

Serpent screams, "I need a sponge! This mound is too moist!" The shambling mound grapples, pins, and constricts Serpent.

Sindawe runs, leaps and grapples the mansquito. He screams, "Free hugs!" His *shirt of immolation* sets the mansquito on fire.

The mansquito summons his swarms to help against the monk and fails to break the grapple. The monk pummels and continues burning it. Several swarms sting the monk's flesh. More punches and burning drops the mansquito; it plows into the jungle floor. The swarms continue biting the monk who flees into the smoke dragging the mansquito. One swarm departs but the other pursues the monk into the smoke.

Serpent breaks free of the shambling mound. Wogan rushes over with a maximized *cure critical wounds* to heal Serpent. The mound embraces Wogan, grappling and crushing the cleric. Serpent beats the mound into unconsciousness with power attacks from his staff.

The last swarm departs when hit by Wogan's *repel vermin*. After that he heals the wounded (blood loss) and yells to the boat, "All clear. We're coming back."

Then the camp is cleaned up, the shambling mound shipped back, and the mansquito thrown on the fire.

### *Travel to Nightfall Station*

The trip continues to Nightfall station. Encounters:

- Serpent shows sleeping sickness symptoms which are removed the next day by Wogan's *remove disease*. He takes several more days to recover the lost wisdom.
- There is a grinding noise and a lurch. The ship runs aground on a sand bar. Wogan casts raise water which floats the vessel off the sandbar.
- Mitabu contracts sleeping sickness which takes several days to remove.

- The ship anchors early thanks to a shallow section of the river. Wogan uses his *raise water* spells to aid the portage effort by the healthy crew: Faruq, Houghmann, Mitabu, Serpent, and Sindawe.

The next day Captain Esteban announces, “We are ahead of schedule. Soon we’ll be at a fork with the Buunta Flow, which we will take. We will be at Nightfall Station tomorrow night, maybe early the day after that.”

That afternoon Mitabu and Sindawe grow paranoid about the unusual animal noises and motion in the bush. They warn the other crew quietly.

Later that day a sand bar forces the boat thru a narrow gap on the starboard side. The boat grinds to a halt. Flights of arrows emerge from the jungle to shower the boat.

Houghmann drops with three arrows in him. Others get lucky or have cover. Another arrow flight concentrates on the boat house, tagging Faruq and Captain Esteban. Faruq grabs Esteban and drags him deeper into cover.

Sindawe spots some elves close by in the branches over hanging the river. He leaps off the super structure and onto the branches. The elves there turn and shot at him. Sindawe jumps up and down viciously on the limbs dropping several elves into a waiting piranha school below.

Wogan drops obscuring mist on another group of archers. These elves decide to drop their bows and leap aboard. Faruq hacks several down with his falchion and Serpent beats down even more.

Mitabu runs to the prow to examine the blockage. He spots in the 10’ deep water are 8’ logs with sharpened branches. Diving into the water and digging them out seems the only option. He dives in and begins his work. He is upset to see piranha skeletonize some nearby elves, but he keeps digging.

The elves shoot the downed Houghmann with several more volleys. The man stops moving and breathing. Wogan blasts them with a fireball stored in his *rain tiger emerald*.

Wogan exchanges gun fire with the remaining elven archers, then blasts them with the ship's murder gun. Faruq and Serpent continue killing boarders.

Mitabu continues digging, finally freeing the ship. Piranha swarms eat the new elf divers and only nibble him lightly as he swims to the surface. Faruq pulls him out. Sindawe kills the last elves hiding in the overhanging branches. Wogan shoots another elf dead.

The ship lurches forward as the protean engine kicks into high. Wogan heals the wounded, including two Ekujae elves. Both are tied up but one is killed by immediately by Faruq when he screams out a tribal cry. The other one is gagged and dumped below.

### *Arrival at Nightfall Station*

Nightfall Station is part dock and part fortress. Lights reveal activity and the ship is hailed. Captain Esteban pulls up to the station house, a structure of stone. They are greeted by station manager Mynafee Gorse and his assistant Petruno.

Several dozen Aspis mercenaries, six skilled workers, and a dozen unskilled laborers make up the station staff.

Mynafee tells them, "I am glad you are here. Something has the elves whipped up into a frenzy. There are fewer of you than I thought."

Esteban, "Yes, we lost three crewmen coming up. And Whitebridge Station had fallen; we retook it but the station manager was slain."

Mynafee digests this information. "We have assignments for all of you. We are running 12 hour shifts."

Esteban replies, “After we off load the shambling mound and supplies. We also need repairs.”

Mynafee takes the crew over to payroll to settle up on wages. The pirates were promised 20gp a day with 280gp up front. Their pay is brought up to days 15-16.

Mynafee explains, “We have guard jobs for all of you. You can stay in the station house, there’s spare rooms. Don’t go upstairs or into the barracks, those are off limits.”

The *River Queen's* crew:

- Captain Kelim Esteban
- First Mate Faruq, a half-orc
- Hurg the dwarf mechanic
- Crewmen Danner, Houghman and Speraggo (now all deceased)