

## REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 05/01/2016

### TODAY'S EPISODE: THE SIEGE OF NIGHTFALL STATION

Our heroes hired on as guards with the Aspis Consortium for a trip up the Vanji River. This plan immediately goes from awful to *Heart of Darkness*. The crew must retake Whitebridge Station from Ekujae elves, kidnap a shambling mound for fuel, fight through an ambush, not die during a mosquito attack, and finally arrive at Nightfall Station to find the Aspis Consortium employees fending off a siege by the elves.

#### 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.

*Prepare for the worst, knowing it will get worse than that...*

The Aspis Consortium employees prepare for attack and siege. Mynafee Gorse, a half-orc female... nope, that's a human dude, is in charge with Petrune as his aide-de-camp. Everyone is counting the days until reinforcements arrive.

The pirates are assigned to guard tower #2.

Serpent asks, "What are doing here? Why are we guarding things?"

Several people, including longtime friends, stare at him uncertainly.

Serpent reads the crowd and explains, "I thought we were after a flying city."

Wogan catches him up. “Yes, you see, but this is the job we took to get upriver so we can go meet Mitabu’s friend to go find that city.” Serpent seems nonplussed.

Guard tower #2 is manned by the pirates – Serpent, Sindawe, Mitabu, and Wogan. Guard tower #1 is manned by two mercenaries. One patrol of two men wanders the perimeter... everyone expects them to die when attacked. But that isn’t much worse than the guard towers which are actually just arrow slitted boxes sitting on poles... they stand maybe 15’ tall and are accessible by a ladder nailed to the poles. The towers are lit by torches.

Captain Kelim Esteban of the *River Queen* and his remaining crew (First Mate Faruq and mechanic Hurg) stay at the station house, which is offices, primary habitation, and pier. The second floor is no go zone for non-Aspis employees. Other structures at Nightfall Station include:

- A laundry
- A cold house
- A guard house
- Ekujae elves heads on spikes... there are 4 rows of these covering two paths and two large open fields. Ekujae elves supposedly have a taboo that say don’t go near unburied remains. This is also why they carry off their dead.
- A large structure that is off limits and has no paths to it.
- The buildings sit on a cleared patch of jungle about 80’ across and 100’ deep. Foot paths connect the various structures.

The pirates settle in until they notice that the elf heads on spikes are squirming. This leads to some pointless speculation on why. The patrol approaches.

Wogan shouts at the patrol, “Why are the heads moving?”

Patrol guy #1 replies, “They squirm.”

Sindawe, “No really. Why?”

Patrol guy #2 replies, “They just do. I guess it’s an elf thing.”

Sindawe shouts, “I am coming down with a sockful of copper coins. You better have a better answer than that by the time I get there.”

Sindawe climbs down. Arrows strike patrol guy #1. More arrows strike him. Both guards run for the guard house. Sindawe moves aside so they climb up. He spots one of the snipers and charges across the open field (35’) and into the jungle. Serpent drops down and pursues Sindawe; he spots other snipers and veers off after them. Wogan heals the wounded patrol guys then begins removing the barbed arrows stuck in them (possibly the wrong order in which to do this).

Sindawe climbs the sniper tree and tackles the sniper; the pair plunge into the jungle undergrowth below. Mitabu spots an elf setting a Rambo type mantrap from the tower; he shoots the trap, causing it to go off in the elf’s hands... a limb propelled spike bites flesh. Serpent pursues the last sniper, a woman, and brings her to battle.

The elves fight back with daggers and leaf headed spears. Sindawe beats his opponent unconscious while burning him with the *sbirt of immolation*. Serpent kills his opponent, a woman.

Sindawe drags his victim back to the guard tower. Serpent leaves his in the jungle. He returns to collect her head but finds the body missing. The patrol guys offer to kill Sindawe’s prisoner and begin kicking the man; he slaps them until they stop.

The patrol guys depart offering advice, “He’d eat you if he won” and “Watch out for barbs in their coochies. They put them there as a trap.”

“This is a dude elf.”

“Doesn’t matter when it’s elf, baby!” The guardsmen hoot, high-five, and wander off.

The tied up prisoner regains consciousness but refuses to talk. A bag is put over his head.

The next shift arrives at the guard tower. The pirates return to the station house with their prisoner.

Gorse takes charge of the prisoner. He and several guards drag the prisoner to the cold house, tie him to a whipping frame, and proceed to whip him.

Sindawe asks, "Why the whipping?"

Gorse replies, "Softens them up."

Gorse interrogates the prisoner expertly in his native language. Eventually the elf falls silent again. Gorse commands a pair of guards, "Take care of him." (Kill him and put his head on a spike.) Gorse and Sindawe return to the station house where they rejoin the pirates on break.

Sindawe asks about the wiggling heads on spikes and is told, "They just do that. Not sure why."

Serpent asks, "Did the elves start attacking before or after the torture and head spiking?"

Gorse replies, "They have a new war leader. So, recently. We've just been putting the heads up to keep them away, they have a taboo about touching their dead."

### *That Night*

A large group of elves attack the work shop just as the workers are closing it up. The Aspis Consortium employees withdraw into the closest buildings, lock up, and begin plinking away at the elves with crossbows. Wogan and Mitabu join in with muskets. Sindawe and Serpent charge

out of the station house and engage the elves in melee. The elves are driven off, dragging off 2 dead and leaving 4 dead behind.

After the attack, Wogan uses *create water* to remove an Ekujae biological bomb of animal pheromones from the workshop's far exterior wall. Then pirates tie up one of the dead elves and watch it in shifts outside the station house to test their theory that elf corpses walk away on their own.

Later still that night, Serpent is on corpse watching duty when he hears sounds from the dock. He sneaks around the station house and enters the water. He finds elves aboard the *River Queen* attempting to kidnap mechanic Hurg. Several continue with the kidnapping while others shoot at Serpent. Multiple arrows strike.

Guards and pirates rouse to the sounds of combat. Sindawe unbars and opens the door to the pier; light spills out the door revealing some elves stabbing spears thru the mechanic's door. He charges and grapples an Ekujae elf ranger. The other rangers turn their spears on Sindawe. Mitabu fires his pistol from the open door. Wogan also uses the doorway as cover and slowly fires his brace of pistols.

Serpent kills an attacking Ekujae elf, then dodges return arrow fire. Aspis Consortium mercenaries join the fight by firing crossbows from the doorway. The elves aboard the *River Queen* dive overboard, leaving several dead behind. The elves shooting at Serpent separate then turn and fire again. He murders one, then the other with his staff. Everyone fires crossbows and muskets at swimming elves.

Hurg is slightly injured. Wogan uses a healing burst on him and others. Gorse appears and announces a job well done. The pirates string up *everburning torches* over the pier.

Wogan finds their tied up elf corpse missing from the front of the station house. So, another dead elf is requisitioned. This time the pirates tie it up and nail it shut in a crate. The crate is left on the pier.

### *The Next Morning*

Several mercenaries drag in a dead mercenary, claiming another member of their troop murder him. None of the Aspis Consortium employees seem surprised by this.

Wogan checks on the crated elf corpse. He is surprised to find it twitching. Other employees gather around as he casts *tongues* and *speak with dead*. He begins his interrogation:

- Why do the dead Ekujae elves behave unnaturally? *We do not!!! Those are foul tales spread by the Aspis Consortium.*
- Why are you attacking this place? *The Aspis Consortium depredations have driven us to join forces and fight back.*
- When is the next attack? The answer is interrupted and yet answered by cries of “Fire! The barn is on fire!!!”

Gorse organizes a bucket brigade to fight the barn fire. Several mercenaries are assigned to cover the jungle with crossbows. Wogan helps fight the fire with *create water* (14 gallons at a time) which proves to be as effective as the bucket brigade.

Several bloody lions charge out of the jungle and attack crossbow men. Barbed arrows stick out from their flanks. Serpent attacks one lion, dealing serious injuries with his staff. Mitabu’s pistol shot critical wounds a lion (23pts and 2 strength points). Sindawe finishes that one off.

Wogan and the bucket brigade save the barn and its animals.

## *Patrol at Evening*

That evening the pirates are assigned perimeter patrol duty; they receive this news poorly. The officer explains, “Since you guys like charging to attack anyway you get to patrol.”

Their patrol starts at light and continues into night. This is uneventful until Serpent spots a furtive figure leaving the station house and entering the jungle. The pirates decide to follow.

Serpent finds boot prints leading into the jungle – so not a savage! Mitabu volunteers to continue the perimeter patrol while the others pursue into the jungle.

Serpent leads the way right in the dark right into a punji stick pit that swallows up him and Wogan. Sindawe narrowly avoids, then relights his *ioun stones*. Wogan and Serpent extricate themselves, then Wogan heals them.

Serpent says, “I think there’s poop on these spikes.”

Wogan replies, “I hope it’s elf poop. That stuff has healing properties.”

They bravely continue on. Wogan supplies light by placing an *everburning torch* inside his tankard, making a crude bullseye lantern.

Wogan warns, “The elf corpse said their dead walking isn’t normal. So, it might be something about the area or a necromancer at work.”

They travel this way for a while until Sindawe spots torchlight ahead. The lot of them sneak quietly then douse their own light. Closer still, the pirates hear voices. Closer still, and a misstep gives away their position. Sindawe and Wogan in unison ululate the “Nananananana!!!” bird scream.

Sindawe charges the clearing, throwing up his remaining light-bearing *ioun stone*. He sees elves and some bound prisoners in the crazy light from the *ioun stone* rotating 360 degrees around his head. Serpent and Saluthra follow, Serpent pulling ahead thanks to this druidic nature.

The trio are hit by a fireball (28pts) at the clearing's edge.

Wogan activates his gray *ioun stone*, lighting up the jungle. He follows.

Sindawe charges again toward the fireball caster this time. He finds three Ekujae elves hobbled, tied and gagged in the clearing. Serpent charges past Sindawe choosing to pursue the booted fugitive instead of the fleeing elves. Sindawe guzzles a *darkvision* potion, throws his *ioun stone* at prisoner's head, then pursues. He passes Serpent back into the jungle.

Wogan arrives at the prisoners. He grabs their lead and pulls them back toward Nightfall Station. He asks questions in common and gets only broken Common responses back, "I keeeelll you!"

The fugitive activates something and puts on a huge burst of speed, forcing Sindawe to work hard to keep the pace. Serpent pursues by sound, activating his own *everburning torch* for light... his druidic nature gives him a huge advantage. The pair keep pace with the fugitive until just before the station's clearing where the fugitive puts on speed. The pirates cry out to Mitabu, "Fugitive coming in! Spot him!"

*Cliff Hanger!!!*

The chase continues into the station's clearing where Sindawe closes with a panting Petrune just before the man ducks behind the cold house.



Petrune mumbles something like, “Uhh... what are you... I’m inspecting...” just before the monk falls upon him.

Back in the jungle, Wogan is leading his string of elves alone in the dark. He hears the sound of a bow string pulled taut. “Oh, poopie,” he thinks.