

Session 24 Chat Log

[Dark Paths of Riddleport Campaign](#)

[Continuing Story](#)

----- Session Start ----- Dark Paths of Riddleport #24 ----- 130203 -----

The damage to the wharf district is horrible.

Aragon, Bodi and Snargash spend the rest of the afternoon helping folks.

Many shops, piers and boats were severely damaged.

In a strange turn of events, the normally self centered citizens of Riddleport all come together to help clean up the mess.

Dead bodies litter the harbor where many unsuspecting folk were violently washed out to sea and drown.

A large contingent of wounded have descended upon the Gold Goblin looking for help as promised from Snargash.

* Bodi is going to return to the Golden Goblin and double check its security and also look in upon their 'special' guest

Bodi checks the perimeter of the Goblin. It looks like Saul had done a decent job of securing the place before the group returned. Moving a few tables in front of the front door before shutting down for the night might not be a bad idea though.

Snargash: Once Aragon is healed I finish healing those gathered at the street corners as swiftly as possible, then let people know I'll be doing more healing at the Goblin and head home

The night is finally over and everyone is completely exhausted. Bodi makes sure the doors and windows are secure.

Snargash: Food!

The next morning, the sun rises as it always does over the cold streets of Riddleport.

Snargash: Ladies Love! I've never slept so well!

Snargash feels much better after the night of Healing Slumber.

The yard out in front of the Goblin is full of people looking for a hot warm breakfast. Mostly sailors and dockworkers recently displaced by the recent events.

Snargash: Mr. Aragon, your wounds are healed from yesterday, but I can't be certain how clean they were. If you begin to feel at all ill please find me immediately so that I can take care of it.

Hulgar is completely displeased at the increased numbers.

Snargash: Mr. Hulgar, give me a few minutes to address the increased numbers. . .

Hulgar Halfling Cook 127: That's a lot of folks to feed! Gonna need some help with this!

Hulgar: Probably gonna need some more food too!

Snargash: I may be able to get some assistance at least with provisions

Bodi: I think I should offer some refuge for ladies that may have lost their homes

Snargash: I step out front and address the gathered crowd, realting the rather familiar tale of "Stone Soup"

Bodi: or loved ones

Snargash: Public Speaking « 16 = 16 »

Snargash: ((Snargash rolls 3d6: 8))

* Aragon grunts at Snargash and continues to pace near the front of the GG compound.

Aethel: Aethel casts the Repair spell on Aragon.

||Skill level: 16 Total Modifiers: 0 Dice roll: 11 vs 16, and Success by 5.

Aethel now has 8 Energy Reserves. ||

* Aragon thanks his friend for the magical assist.

The Drow spends most of her time being unconscious and in considerable pain.

Kwava has spent the entire night looking over the journal that was taken from the Drow's workshop.

Snargash: "Many of you may already be familiar with Mr. Holgar's culinary skills. If so, you also know that today we are trying to feed many times the normal. A few volunteers who really know their way around a kitchen would be greatly appreciated, and of course what ever may be brought to share amongst you all would help out as well. May we all break bread together. Once everyone is fed I will again heal those needing further aid as I may, and then I fear we have a city to rebuild!

Kwava: (in Elvish) We need to figure out what this journal says. It has to be important to know what is contained within.

Snargash: Mr. Holgar - is bunyip a suitable soup base?

Kwava: (in Elvish) The letters look Elvish, but not exactly. Maybe there is a Mage in town that can sell us a scroll with a spell that will allow us to read this.

Hulger: Hell yea, ugly. You got a dead Bunyip? How bout some reefclaws too?

Snargash: "My friends, you've heard the man! Bouliabaise it is! I'm sure there's plenty to gather from the wharf! let's get to it!"

Quite a few folks volunteer to help cook and some food is brought in as well, though Hulger says its not enough and that someone is going to have to run to get some food.

Kwava: (in Elvish) What can we do to read this journal? It has to have some important information in it. These markings here, they look like a ledger of some sort, and this list.

* Aragon will volunteer to escort a mage to get the scroll.

Aragon: "Aethel, if you're not doing anything better, maybe we should go get that scroll now?"

Bodi: Let's get some of these locals here to help us haul that Bunyip in here and maybe we can use that to feed the masses here.

Snargash: I'm healing those who need further and motivating them to then go gather harbor kill for the pot and/or help with further rescue and reconstruction

Aethel: Yeah, I don't have any knowledge spells along those lines

Kwava: (in Elvish) Yes but would not an enchanter possibly sell a scroll of such magic?

Bodi: I'll even toss a few coins in for a few of them to do that, and then I will chat with the Lady of the Dark

Aethel: are we planning to interrogate the dark one soon, or are we waiting a while? I'd rather not leave her unpetrified

Aethel: (in Elvish) I suspect so, although with the chaos out there, they may not be open

* Bodi pulls out a few silver crowns and asks some of the locals to retrieve the Bunyip he killed

Snargash: Mr. Aethel - yesterday's experience showed me that your abilities to manipulate material structures may be of great use - there are likely still people trapped in collapsed buildings which you could free safely

The man takes Bodi's coin and rushes off.

Aethel: Hmm, yes I can try to do some of that.

Snargash: While I am skilled at moving people, when it comes to the inanimate I am at a loss

Aethel: We also need to translate this journal, and tracking down a spell scroll to do such a thing would be handy

Snargash: As I work among the crowd I look for a likely candidate to send with a message to St Cyprian's - If they can spare a body or two their organizational skills would be very helpful

* Aragon heads off to the enchanter with a bag of cash.

Aragon shows Aethel to the enchanters to hopefully purchase a scroll. Snargash continues healing the wounded and helping to clean up. Guy and Shayla help organize things at the Goblin and helps keep watch over the Drow

* Bodi will return inside the Golden Goblin and check on the special guest....spending time with her.

* Bodi will bring her some water and some food

Moving away from the wharf area, Aragon and Aethel see that the streets of Riddleport seem must the same as they were before yesterdays events.

Riddleport is on the mend from the destructive earthquake and tidal surge that recently hit. The mysterious shadow in the sky is gone, and the strange events that have been plaguing the city have ended.

Aragon and Aethel arrive at the enchanters shop and inquire about a scroll of Gift of Letters. He has one available for sale for 200\$.

* Aethel buys the scroll

Back at the Goblin with the scroll, everyone gathers around the journal.

Aethel figures that has about 13 minutes to read through the journal using all of his magical energy in the process.

* Bodi attempts to offer some care to the "prisoner", and give her some drink and food. He tries to set her at ease...using the best of his charm

Aethel reads the spell from the scroll and then sits to read the journal, encouraging someone to take notes.

Some of the book seems to be a ledger of sorts kept by someone whos name is Depora that lists all of the money Saul had been funneling to her, along with several notes of what that

money was spent on (mostly alchemical supplies, spell components, and exotic food to be shipped to a place called Devil's Elbow—these shipments were always made at night and by different sailors from whom Depora was careful to hide her true nature). Most of the book seems to be a list of all of the strange and exotic weather effects and other unusual phenomena that have occurred in Riddleport over the past several months. All of these, including the Blot itself, are indicated in the journal as “strange and eldritch side effects from the charging of the glyphs on Devil's Elbow,” and that “It would do to further refine the glyphs to minimize such blatant displays lest the enemy receive further warning of the impending apocalypse than we wish to reveal.” The journal goes on to theorize that as soon as the “glyphs are activated and the star is plucked,” the strange side effects such as the shadow in the sky should vanish immediately. The last journal entry indicates that Depora suspects that this event could occur as soon as “tonight”

Snargash: Area Knoweldge, Riddleport « 14 = 14 »

Snargash: ((Snargash rolls 3d6: 16))

Kwava: « 3d6 = 12 »

Bodi: « 3d6 = 12 »

Bodi knows that Devil's Elbow is a small island nearby.

Bodi: Oh I've heard of that place....remember, I did do a little bit of time with pirates

Bodi: They didn't call me Bodi the Fierce for nothing...

Bodi: ...in fact they didn't Call me Bodi the fierce at all

Bodi: but it is an island nearby

Guy: Yes, I've heard of it before too. There was a failed settlement there, Witchlight I think.

Bodi: ..mmmm. possibly.

Bodi: I know a band of pirates that used it as a base at one point

Aethel: so it seems all the eldritch chaos of the past whlie is the result of this dark one's meddling - she may or may not have had accomplices though

Aethel: what is this "Devil's Elbow" Place?

* Guy nods. Yea, I remember hearing that once too.

Bodi: its a small island

Aethel: Anyone heard of that?

Bodi: known for its flora and fauna. or lack there of

Guy: Yea, its a small island just south of Riddleport, a few miles from the shore, It lies near the shipping lanes, but not directly in it.

Aethel: Sounds like she was sending exotic food there.

Guy: I dont know too much more than that. Some of the sailors or other locals may know more.

Aethel: So it would seem there are perhaps either more dark ones there, or some other allies of hers

Guy: Maybe sending supplies to accomplices?

Bodi: So we're to understand that Saul and this Depora bitch were in cahoots to bring about this recent disaster? To what end?

Kwava: That makes sense. I must get this information to my superiors at once.
This is terrible news.

Aragon: So, should we go investigate this place? Things down on the docks seemed back to normal. Perhaps we could rent a boat?

Aethel: Well, these dark elves according to myth were basically pure evil.

Bodi: if supplies were being sent out.....would we expect an invasion?

Aethel: She may have just wanted to destroy Riddleport

Kwava: I can send a magical message back to Mierani Forest

Kwava: For what purpose would the Drow try to pull a star down upon a city such as Riddleport? This is all strange and unsettling news.

Bodi: not if there is something else of value here...like that underground stargate

Kwava: I will go back to my camp tonight and send a message. I will return to you in the morning.

Bodi: with the town a mess, it would not be much for a well trained squad to slip in here and secure it with only minimal resistance

Bodi: except they didn't count on us.

Guy: Yea, its not like theres even any boats left in the harbor to defend against attacks!

Bodi: interesting....I wonder how our captured lady friend fits into this...I'll find out.....

Some time passes....

Indeed, it was the effects of the relatively small (but still destructive) tsunami that hit Riddleport after the star crashed that have been on the minds of the city's denizens recently. When the wave surged ashore, dozens of ships were beached, with several washed inland and left stranded as far as Wharf Street. Many of Riddleport's piers were ruined, and several of the smaller buildings along the waterfront were damaged. Over the days following the event, the crimelords and overlord of Riddleport mobilized in a way rarely seen in the lawless city, working together to put out fires, save citizens who were swept out into the harbor, and kill angry and disoriented reefclaws, sharks, bunyips, and other dangerous sea creatures that suddenly found themselves stranded in the city streets.

In the aftermath, the cost of the damage to buildings and structures rises into the tens of thousands of gold, and the total number slain or swept out to sea by the wave may never be known (thanks to the city's inefficient census practices), although the more conservative estimates place the total number of victims between 150 to 200. Yet despite the disaster, Riddleport is quick to forget the trauma. Those who weren't directly harmed by the wave have little compassion for those who do, while those who were affected are universally quick to turn the event from disaster into opportunity. In the days and weeks to follow, the chaos on the waterfront makes for ripe grounds for smugglers, looters, and other violent criminals. Ships that were further out to sea return to find many of their competitors no longer in a position to work against them, and the balance of power among the various pirate captains has shifted dramatically (not that many outside of that violent subculture would notice much difference).

Bodi: How can I play with her if you turn her to stone?

Bodi: She never did anything bad to us.

Bodi: those were just cupid's arrows...of love

Aethel: Well, if that meteorite had of been aimed better, I'd say she would have.

Bodi: well, let me at least find out

In all the attempts to speak to the Drow, she remains silent, either unconscious or ignoring all

interrogation.

Bodi: and interrogate her in a more gentle way

Bodi: maybe she speaks the international language....

Bodi: you know....S&M

Bodi: wait!

Bodi: just think,...

Bodi:I bet if we set her up in the brothel....she'd pull some major coin!

Aethel: um... no.

Kwava leaves the casino, heading back toward his camp.

Bodi: c'mon then at least let me invade Bullock the Brick...you know, the Ogre, and let him have his way with her rear quarters

* Bodi will try tickle torture to see if she even makes any kind of sound

Aethel: Aethel casts the FleshToStone spell on Dark Female.

||Skill level: 16 Total Modifiers: 0 Dice roll: 12 vs 16, and Success by 4.

Aethel now has 8 Energy Reserves. ||

Aethel: Aethel casts the EarthtoAir spell on Dark Female.

||Skill level: 16 Total Modifiers: 0 Dice roll: 9 vs 16, and Success by 7.

Aethel now has 14 Fatigue. ||

The next day, Kwava returns.

Bodi: you guys make me sad.

* Bodi heads off to get drunk and pass out

Kwava: Going to Devil's Elbow to see what the Drow were up to is my next course of action.

Kwava: I think my superiors suspected the Drow, though they did not tell me about it.

Kwava: You say this island is not far away?

Aragon: Great! Let's go. I'll get my bag.

Kwava: Thank you for coming with me.

* Kwava looks to the others to see if they will accompany him to Devil's Elbow.

Snargash: Seems like the town is already back to normal. Might as well join the adventure

It seems that the new day brings a new greed to Riddleport. This new greed continues to grow among Riddleport's citizens—a greed for skymetal. After the initial shock of the falling star and its impact subsided, the implications of the event sunk in. Skymetal, in any of its seven known varieties, is a valued and much sought-after commodity in any society, but with Riddleport's Gas Forges being one of Varisia's only public operations capable of smelting such difficult metals, the convenience of the fallen star has many of Riddleport's groups eager for a chance at the easy money.

Aragon: Beats sitting around here.

Guy: Ill go.

Shayla: I think someone should stay here and look after the Goblin. I'll sit this one out. Not too fond of sailing.

Bodi: still can't believe you bastards sentenced that piece of as.....as well as you should

keep her private, she should need to be totally killed off.

Bodi: Ah yes, everyone that matters.....

Bodi: ...remember that next time a bunyip rips off someone's arm

Bodi: Yup.....Bodi and his rapier or a well-placed groin kick, just don't matter.

Yet the damage done to Riddleport's waterfront and to many of the ships owned by prominent locals has retarded the burgeoning Skymetal Rush. As the days drag on, the race to be the first to reach Devil's Elbow slowly takes the city by storm, with those who don't have access to ships scrambling to secure deals with those who do.

Several days have passed since the star fell from the sky, as the locals have been referring to it as...

Work on the Gold Goblin is coming along fairly well. Hulger and Shayla have begun working together very closely to get things back up and running.

* Shayla reassures the rest of the group that she can manage things in their absence.

Kwava: So, how do we get to this Devil's Elbow place?

Bodi: I bet the dead drow could have told us

Bodi: I'm sure I could get us a ship

Bodi: I may still have some connections

Bodi: I shall look around, see what privateers are around.

Snargash: How far is it?

* Bodi will head down to the docks and see if any of his old friends are still in port.

Snargash: Never mind

Bodi starts asking around down on the docks and finds out that nearly all the ships that were in port were damaged in the tidal wave.

Bodi searches around the docks for a contact he used to have and manages to find him.

Bodi finds his old friend Axelrod Gunnarson, the first mate on the Flying Cloud.

As it turns out the Flying Cloud was not in port when the tsunami hit but is not due back to port for another week at best.

Axelrod had taken a leave on the last voyage to the north to attend to some family business and is eagerly awaiting his captain's return.

* Bodi will chat with his friend and see if they may be able to secure charter on the Flying Cloud. He is more than happy to make arrangements for passage to Devil's Elbow though. He knows that the captain's next route takes him to the south, toward Magnimar and they could easily be dropped off along the way.

Bodi: that works.

* Bodi will have his friend make it happen and arrange for he and his "evil" companions to make travel

He says they could then be chartered to stop on their return trip on the way back a week or so later.

Axelrod says the passage will cost 50 silver per passenger and 100 per horse.

* Bodi accepts and secures the deal

He says that Devil's Elbow is only about 18 or so miles away, and shouldn't take too long.

Axelrod says that they can make other arrangements with the Captain when he gets here possibly, but that would be up to him.

Axlerod: I would suggest purchasing supplies for a camping trip, my friend.

Axlerod: Devil's Elbow is not a desert island. There is the abandoned settlement you could shelter in and I hear there is wildlife aplenty there as well.

Axlerod: Though of course, you'll have to watch out for the ghosts!

Bodi: and they will have to watch out for us...because i travel with some really, nasty, sadistic muther fuckers

* Axlerod looks at the others.

Axlerod: Well thats good to know.

Snargash: * grin

Axlerod: Do you all know about Devil's Elbow?

Axlerod: Ive never been there, but ive heard the tales.

Bodi: what do you know bud?

Axlerod: A long time ago, the island was the home to a siren, a nasty creature that would lure sailors to their deaths upon its rocks.

Axlerod: Her name was Virashi.

Axlerod: But some 70 or so years ago, some guy, Yarius or something like that, out of Magnimar, tried to set up a settlement there.

Axlerod: He had supposedly shipwrecked on the island and fell in love with the beast, then went back and took folks to live there with him.

Axlerod: Needless to say, the island was too rocky for a permanent settlement and they had to rely on outside supplies too much, so most of the settlers abandoned him.

Bodi: A siren? What do we know about sirens?

Axlerod: Sirens are strange creatures, the body of a large bird with the face of a woman. They hold powers of enthrallment.

Bodi: How do we protect ourselves from that?

Axlerod: The settlement had problem after problem, so they say, ending with an outbreak of anthrakitis that killed off a third of the population.

Axlerod: Well the siren is dead. Some of the survivors followed this Yaris fellow and found him consorting with her. They tracked her back to her lair and backed by a priest,they slayed the creature in her lair.

Bodi: oh that's good

Axlerod: When Yaris woke the next day, he saw her dead body hanging over a fire in the settlement. Overcome with grief and shock, he threw himself from the window of the watch tower and died on the rocks below.

Axlerod: The rest of the settlers left the island never to return.

Axlerod: Some sailors say that they can sometimes see lights burning in the watchtowers. Most say its haunted.

Bodi: probably a trick

Axlerod: Occasionally, adventurers will seek out the island, but most of the time, they dont return. Those that do tell tales of monstrous centepides, strange noises and mysterious lights in the woods.

----- Session End ----- Dark Paths of Riddleport #24 ----- 130203 -----

Read more at the [Continuing Story](#)