Slow Boat to Magnimar (28)

Wandered Roads of Varisia Campaign Page Session Summary

Map of Kaijitsu Manor Map of Magnimar Map of Magnimar Environs Map of Varisia

Moonday, 24th of Lamashan

GM 131125 - The group of heroes and their two prisoners stood on the top steps of the boat dock at the base of the Irespan piling known as the Crow and stared at the sorry excuse for a raft that remained tied there. It barely ferried 4 people across earlier in the evening, there was no way that it would hold all of the in addition to the gathered loot. Either someone, and everyone looked at Daellin at this point, would have to fly back to Magnimar and hire out a boat, or they would have to camp and wait til morning and hope that Fenster was good to his word and brings the boats back for them the following day. Gazing out from the boat dock, Magnimar is not visible due to the angle of the entry arch, but the moon reflects brightly off of the dark waters of the bay.

Vexeron 131126 - Looking at the moon reflecting off the water Vexeron looked at his companions. “I believe we should stay the night. I don’t think its too bright an idea to try to cross the water at night. We’re not to good the seamen during the day. I hate to see us try it at night. What say all of you?” He lit his pipe and while awaiting their answers.

Calina 131128 - “I think Vexeron has a point. Let us wait until daylight and reassess our transportation situation at that time. Hopefully that mangy mutt Fenster will keep to his work and bring back the actual boats.

“In the meantime, perhaps we could take some time to rest, and also sort through what things we have found. I think we should group the items by worth and value … just in case we do not have the time or means to transport everything back to the estate. What are the most important things we found here tonight?”

Daellin 131203 - He clears his throat and addresses the group. “My trust in Fenster’s loyalty runs about as deep as my dwarven heritage. No offense meant Ehlyna.” Daellin nods curtly towards the dwarven adventurer. “I think it prudent that we hedge our bets a bit. At worst I will make the trip for nothing. At best I save us a day of waiting around for an unscrupulous vagabond not to show up.”

Daellin considers pausing long enough to recover his energy but quickly dismisses the idea. To Daellin’s way of thinking it has been a long enough day already. He’s tired and covered in grime. His thoughts linger fondly on images of a hot bath and a soft bed to sleep in.

He stands and begins checking his gear. With practiced ease he secures sword and longknife

in their appropriate scabbards. A quick glance over each shoulder confirms bow and quivers tied securely across his back. He tousles his long golden locks as he pulls his hair back and ties it out of his face.

Daellin seems to stare off into space for a brief moment. He turns and faces the rest of the group with an impish grin. “Dont wait up for me!”

GM 131203 - Daellin leaps into the dark night sky and flies off toward the brightly lit shore of Magnimar about a half mile away. After about a minute of flying through the chilly night air, he lands roughly on one of the many piers in Dockway. There is no one visible in the immediate vicinity, though he can see plenty of traffic up on the streets of the district. The sliver of moon above and the lights from the nearby Shore and Summit above fill the darkness enough for the Elf to see relatively well by.

Samad 131204 - Samad seemed content on letting the others plan the escape from the tower since he agreed with everything said thus far. He crossed his arms and leaned against a wall, keeping a watchful eye on the prisoners. He wondered to himself why exactly they were tied up now that they posed little to no threat.

Ehlyna 131205 - Ehlyna takes a seat and lets out a sigh. *That was quite the hike up this tower. Then the getting down. Then the loss of the transportation back to the mainland. Then the fact that NONE of them have any mead or ale. This trip may not have been worth it…*

“I will look for something to burn. I will not be cold as well as dry for the night. I know they had a fire in here before but I don’t want it to be seen. One of you erect a barrier to dampen the light.” Heading to find wood, Ehlyna moves away from the group.

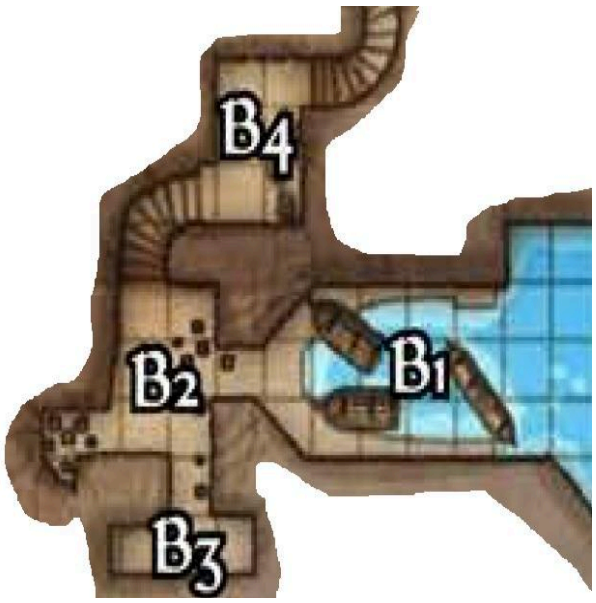
GM 131204 - Ehlyna scrounges around looking for some good stuff to burn, fortunately it isn’t hard to find enough wood to last through the night, though it does take about an hour to get enough. Meanwhile, Samad watches the two Tower Girls. They just sit quietly with sad looks on their faces. As the time goes on, they look more and more like frightened teenagers and less and less like hardened criminals. He notices one of them is actually crying, though she tries to hide it and turns away when she notices him watching her.

Making a camp on the Crow is not hard to do. Even the boat landing area is under cover, being nestled into the large shaft that leads nearly all the way up to the top of the piling. The camp could also be set up back inside the structure, where the Tower Girls had also set up an earlier camp. There were walls and a closer roof, it would be fairly easy to defend and the closer space would make it easier to keep warm. The nights had been getting colder and colder of late. Winter was coming, as some would say, though it was not quite here yet.

Calina 131205 - Calina watches the dwarf gather several pieces of wood laying around, most of which is driftwood, stranded here by the various winds and tides of the nearby sea. “I suggest

we move inside," Calina says. "We can set up the fire in an area where it will vent the smoke upwards and may not be as noticeable from a distance. It will be warmer as well and since we do not know how long it will take the elf to get back, I think we should make our wait more comfortable."

Calina nods to Leela, "Leela, could you make a nice stew with our rations?" Leela smiles excitedly and begins gathering backpacks. Rummaging through the various items, she finds several dried meat strips, a few dried herbs, and some hard biscuit crackers and a sundry of other items to work with. She scurries around looking for anything else she could use.
As Leela is making her preparations, Calina notices the two Tower Girls huddled together. She pulls her knife and crouches down to speak to them, "I am going to cut your ropes." She points to Samad and continues, "You will do everything that this nice man tells you to do. But, if you move or even blink wrong, then Samad will …" Calina pauses for effect, "Well, girls, just do what he says, alright?"



Map Notes:
Area B1 is the boat landing. There are NO boats here except for Fenster's decrepit "raft". The shaft and roof cover the area out to where the last boat in the image is poking out into the bay.
Area B2 is the first actual interior area of the Crow. There was a lot of rubble and the collapsed tunnel leading off to the 'right.'
Area B3 was the first toilet area found.
Area B4 had the 3 stone chests that were previously trapped and had yellow poison dust (expired) all over the place.
The spiral stairs leading 'up' led to the room with the columns where you were first attacked by the Tower Girls.
Camping in B2 would make the most sense.

Daellin 131205 - Daellin sighed inaudibly as his leather boots touch down firmly on the worn oaken planks of the pier. With hardly a conscious thought he unravels the binding of the flight spell. As always letting go of the magical weaves that form the spell leaves him feeling a momentary sense of loss.

With a mental shrug he loosens his weapons in their scabbards. Dockside is definitely no place to be caught unawares. Alone at night and exhausted makes it even more treacherous. He pulls up his hooded cloak, covering his long golden mane and concealing his face. No need to

stand our more than absolutely necessary down here. Feeling prepared now he takes the first steps on the path homeward and his mind begins to wander.

Somewhere in the back of his mind he was convinced that there would be some type of mishap on his flight back. At the very least he expected a giant tentacled kraken or perhaps a school of flying fish with razor sharp scales to accost his nocturnal journey. The night is still young he reminds himself with a cocky smile. Fate is a fickle mistress not used to being teased. No need to question his good fortune, he realizes there is bound to be plenty of adventure yet to come.

As Daellin continues walking down the desolate pier he looks up at the buildings atop cliffside. As his muscles ache and complain about their mistreatment over the course of the days events he wonders why he didn't just fly straight to Kaijitsu Manor.

Vexeron 131211 After everyone was moved into the first room of the tower. Vexeron used a spell to get the fire going. “Rētē fētī (Create Fire)” Said the wizard in a steady tone. A column of magical flame appeared in and above the wood for the fire. “Thats a lot more flame than I need. Unless you like all your food crispy and black,” said Leela as she took a couple of steps black from the flames. “Not to worry Madam. I will only maintain the flames until the wood is lit.” In less than a minute the wood had caught fire and the wizard released the spell leaving a modest camp fire in its place. “Thanks!” said Leela as went to work setting up a cooking pot.

GM 131215 - The camp was set and dinner was made. The two Tower Girl prisoners remained well behaved under the watchful eye of Samad. They spoke when spoken to but did not freely speak. Leela manages to cook up some reasonable stew with the available rations and supplies plundered from the Tower Girls. After everyone was rested up and had a full belly, it was time to go through the gathered loot. The slain Tower Girls had been stripped of anything that seemed valuable and any of their other gear and loot had also been transported down to the main floor as well. All in all, it was a considerable haul.

From the Human Tower Girls
10 unbalanced cheap shortswords - 20lbs
10 hand crossbows (ST12) - 40lbs
10 quivers with 100 bolts total - 16lbs
10 cheap large knives - 10lbs
10 Tailored suits of **Enchanted -Fortify +1DR and Lighten -25%** Light Brigandine armor (2 still being worn by prisoners) -128lbs (DR4 worth 2400$ each, can sell for 960$ each)
10 pairs of normal boots (2 still being worn by prisoners) -24lbs
7 Alchemical Glue **potions** - 7lbs (worth 1000$ each, sells for 400$)
10 sets of climbing claws - 40lbs
10 Second Story Harnesses - 30lbs
10 lengths of Spider Silk cord, 10yds - 5lbs
50$ in silver coins - 1lb

From the Wererat Tower Girls
3 balanced fine short swords - 6lbs

3 Balanced fine long knives - 4.5lbs
3 Tailored suits of **Enchanted** Light Brigandine armor (same as other Tower Girls armor) - 48lbs (see above)
3 sets of normal boots (same as other Tower Girls boots) -9lbs
6 Healing **potion** vials - 3lbs (worth 120$ each can be sold for 48$ or kept)
3 Alchemical Glue **potions** (same as other grenade potions above) - 3lbs (see above)
3 sets of climbing claws (same as other Tower Girls gear) - 12lbs
3 Second Story Harnesses (same as other Tower Girls gear) - 9lbs
3 lengths of Spider Silk cord, 10yds (same as other Tower Girls gear) - 1.5lbs
300$ in silver coins -6lbs

From Wererat Tower Girl Leader's room
pile of artifacts from the Crow (carvings, statues, frescoes, tiles, etc) - 25lbs
chest (5lbs) with 87 silver and 175 gold coins (962$) 5.24lbs
Several journals written in Varisian showing accounts of Tower Girl activity and Alaya's obsession with tracking down and killing the traitor Natayla. 2lbs

In secret chamber on dead guy
Fine Chain Mail Shirt (Torso, Arms, Neck) - 20lbs
Fine Balanced Rapier - 2.75
Enchanted Bird pendant - .5lbs (gives bonuses to Merchants, value not appraised)
1 length of spider silk rope, 10yds - 0.5lb
250 gold coins (1250$) - 5lbs

Various other places about the Crow
Bronze Statuette of tattooed warrior - 10lbs
Urn filled with 98 Ancient Thassilonian coins - 4lbs
Brass serving platter - 3lbs
Decorated basin - 4lbs
2 casks of whiskey - 10lb each (Ehlyna has already opened one of these though!)
small box of spices - 1lb (Leela used these in the preparation of dinner)

Total coins (not counting Ancient coins)
437 silver coins, 437$, 8.74lbs
425 gold coins,2125$, 8.5lbs

Total weight of ALL items
about 550lbs

Meanwhile, back on the mainland, Daellin, who, because of his Elvish heritage, measures time not in days but in years, heads back to the Kaijutsu Manor. Once there, he gets himself cleaned up, eats a hearty meal and then beds down for the night.

Since Daellin does not return that night, the rest of the group camp out on the Irespan piling for the rest of the evening. They take turns keeping watch over the camp and over the 2 Tower Girl prisoners. Vexeron spends some time going over the magical items, beginning to identify them.

The wizard stays up until the wee hours of the morning identifying 1 suit of armor, 1 of each of the 2 potions types and the bird pendant. The armor is enchanted with Fortify and Lighten spells, the throwable potion is Alchemical Glue and the other type of potion is a Healing Potion. The pendant is enchanted with abilities that help appraising, buying and selling items. Vexeron is not sure what its value would be. Assuming the identical items were of the same enchantment, Vexeron finally goes to bed, exhausted.

GM 140124 - After a good nights beauty rest, Daellin rises and goes through his morning ritual before gearing up and heading for the docks. Once on the docks, he finds a few fisherman willing to forgo a morning of fishing for a sack full of coins. In no time, the Elf and hired fishermen are floating up to the base of the Crow to meet the rest of the companions.

After some words about Daellin's timeline and lack of hurry to get back to get them, all is put behind them and everyone and everything is loaded up into the boats and carted back to the mainland. Once there, a few more coins doled out to some porters makes quick work of transporting all the items back to the manor house for sorting, saving and selling! The two Tower Girl prisoners are then turned over to the authorities, who are more than happy to take them into custody and thank the party for their help.

After several hours of going through the loot, the group finally has the pile whittled down to mostly potions and coins and climbing gear. And after deciding what everyone wants to keep, Daellin, with some help from the others, carts the gear off to the market to look for the best price. Eventually, he returns with several large sacks of coins. He gives a sack of coins to each member of the expedition and states that there is 4100$ worth in each sack.

Most of the mundane gear had been sold to various shops and merchants around town while the artifacts and works of art were all taken to the Pathfinder Lodge and Sheila paid handsomely for them, stating that she would be interested in any more recovered.

Calina 131220 - **(OOC post)** - *Obviously we can't transport all 550 lbs of stuff back, unless Daellin brings back a large yacht (after his beauty sleep, of course)*

--Recommend: All coinage goes with the group, distributed as needed, either for estate upkeep or evenly to all. (approx. 17.25 lbs)

--Recommend: Each member of the group takes at least one length of spider silk cord. Sell any leftovers, or keep a few extra at the estate to replace any lost ropes along the way. (all 14 ropes: approx. 7 lbs)

--Recommend: Anyone wanting climbing claws and/or harness take them. Sell the rest. Or we leave them to reduce weight for transportation. (7 sets – approx.. 49lbs)

--Recommend: Distributing all healing potions to those with space. Saves from having to buy any later. (3lbs)

--Recommend: Hang onto the journals for information purposes, and to possibly share with the Pathfinders. (2 lbs)

--Recommend: Take the Ancient Coins & Bronze statue. Just cause they are cool? (4 lbs + 10lbs)

--Recommend: Any whiskey that Ehlyna leaves unconsumed should go back to the estate. Might be helpful in bolstering her happiness in between fighting sessions. (approx. 1 cask 10 lbs)

--Recommend: Persons with throwing skills that have room to carry, take at least one glue pot. (10 pots 10 lbs)

--Recommend: Anyone that wants a fine balanced sword & knife get one, and any leftover be sold. (10.5 lbs)

--Recommend: Tailored suits of Light Brigandine armor. There are enough of these to go around to anyone able and wanting to wear them. DR4 seems nice. Sell the remainder. (176 lbs)

--Recommend: Fine Chain Mail & Rapier should go to anyone able to use it and wants it, otherwise sell it. (22.75 lbs)

--Recommend: Sell all the cheap swords, knives, crossbows, bolts & quivers. Maybe Leela would like an extra quiver. Or we leave them to reduce weight for transportation.

--Recommend: Sell normal boots not needed by anyone. Or we leave them to reduce weight for transportation.

??Question: Enchanted Bird Pendant – Who, if anyone, would get best use of this? If no one, then sell it?

??Question: Are 10 sets of climbing claws = 40lbs total making 1 set 4 lbs? Same with the other groups of equipment?

??Question: The Light Brigandine armor for one person is 12.8 lbs? What body sections does it cover?
My Apologies. the weight on the brigandine armor was misleading. it is 15.94lbs each and covers Torso Arms and Legs (same as your current armor, but definitely better DR and lighter still) the reason the weight was off is because 2 sets of armor arent being totaled in the weight, cause they are still being worn! so i will switch out one pair for you. and i assume you will sell

your old armor also?

***Calina's wish list: At DR4 Calina might be interested in the Brigandine armor if it's light enough. I think her current armor is 22.5 lbs.*

***Calina would consider taking one or two lengths of rope, a set of climbing claws and harness.*

***Are the fine balanced short swords better than Calina's current short sword? If so, she might consider having one. Who knows, she might find she likes the sword once in a while if it fit her hand nicely!*
And yes, these swords are considerably nicer than the ones Calina has.

Just transporting back most of the recommended stuff to use and/or sell still is a considerable weight. 300+lbs. Anyone else have ideas?

Ehlyna: OOC I say for those who the armor/weapons are an upgrade just take them. It isn't like there aren't enough to go around. Daelin generally takes care of the selling as he is better at metagaming than the rest of us it seem :) so I think the pendant would be worth his while. It isn't like he has to wear it all the time. He can leave it at the manor or where ever when he doesn't need it. Any unconsumed whisky will be transported back for sure….

E wouldn't mind a length of rope. We seem to be climbing more these days. Climbing gear seems heavy. If it won't hinder any of us it may be a good thing to keep. We should take all pots, no questions there. I think they should be distributed to those who need and can use them. The fluffy sellable items (ancient coins, bronze work, etc.) should be taken and sold. The coins added to the sell cashout total and divided. This time around as we will not be able to take everything back for sale I really think those who are getting an upgrade on things we would just leave behind anyways should just be given them. E wouldn't like this but J does…. :)

GM OOC - Im so sorry that I have been slow on responding to this, I have just been very busy. I will address all this tonight. i promise! love you guys!