

## Game Notes

<https://sikorakchronicles.com/>

[DnD 5e - The Rogue Handbook | RPGBOT](#)

<https://www.dndwiki.io/>



We are on a ship called “High Faluten” with Captain Yarlow, a dwarf, bound for a mullosking port. It has 6 bunk beds and two other passengers: Brother Gin and Geraldine, who may be from a crime family the Vengema-Rankora. There is a first mate Skaven (Tiefling) who is all muscle and might be a pirate. We found a gold coin on her that suggested she’s part of piracy. There is also a cook, Josh, whose food no one likes. We are en-route to Port Astardees (on an island of Mollusk farmers).

Sleeping downstairs, we all get attacked by small amphibians called Murgors. Brother Gin and Geraldine get stabbed, but are okay. Shadow kills both, but is wounded by Ari’s misfire. Zo saves Skaven’s life after a murgor attack. Meanwhile, the captain is skewered by a giant corkscrew which came in through the bottom of the ship. Ari and Zo swim to patch it up, while Gyrnst and Skaven remove the body. Shadow searches Captain’s body and finds a charcoal drawing of a young woman, and a medallion similar to Skaven’s, and several rings. Skaven is not keen on being captain - she’s more of a technician and doesn’t like to be the leader.

??Captain Firebrand (burned conquered vessels)

PARTY EXPERIENCE: 700 xp

*NOTE:*

**TO ATTACK, "/roll 1d20+5 !Attack". Any attack roll will always be 20-sided, and will have a +5.  
FOR DAMAGE, "/roll 1d8+3". Shadow's Dex modifier will always be added to the damage roll.**

We have a new objective: to return the captain's inheritance to his son, who lives far away. Skaven offered us the use of the boat. Zo thinks the murgors attack was purposeful and a sign of bad things to come. We threw Captian's body overboard and had a funeral/ritual, but noticed a swirl around the body in the ocean. Skaven calls it the "Will of the Sea". Shadow finds some goodies on the murgor bodies. Will/Zo search Geraldine's body and find letters, gold, clothes, and family heirloom dagger. We also find crinoid hallucinating drugs on her ("seaweed"). Brother Gin validates Zo's feeling of bad things to come.

Will discovers that Geraldine had a hit called on her by the family gang, "Vengama Rancora"

Zo tells her story about being separated from her family. Shadow tells everyone he's looking for his mom. Ari is from two great families of sea elves, she killed her dad who killed her mom. Gurnst was enslaved by the Vengama Rancora and liberated by the HourGlass family. Skaven gets her medallion back, and reveals she and the captain used to be privateers together.

*NOTE:* Charlie will join next time.

We arrive at the island (with a volcanic core) and see a small town and several masts. Outposts around the edge of town; newer settlements. Scaven wants to do boat repairs, but there are lines for everything. Shadow becomes Francesca, black hair, leather jacket, high heels. Ari negotiates the ship restorations, then we go to the "Busted Gull" tavern and hospitality. Shadow sees an overweight elf gesturing and pleading with everyone. Servants are strange, but Shadow orders a beer from one named Ravello. Need to go see Garnch Rivermuck at the front desk of the bar to get a room. En route to talk with Garnch, Puck falls from above. He is a proud, stupid, half-elf, buff, olive skin, raised on the streets. We confront his attackers, then sit them down for beers to find Zo's family.

*NOTE:* Sara did an amazing drawing of the ship!

Zo confronts the bandits. She curses the bandit using "Curse of the Three Brothers". The bandit claims he was attacked by turtles while harvesting walking whales. They sell parts at Grong Fi-th port. Our group deliberates whether or not to take the eye of the surviving bandit. We decide to have a fight to the pain, and pitch Gurnst against one of the Turtle-thugs. "Dwarves are very dangerous in short distances", says the t-shirt which is the only thing Gurnst is wearing for the battle. We take bets and it becomes an all-day WWF-style event. Gurnst easily defeats him, but the seaman's boss challenges Ari to a more even combat against the charming John McHamm Hamm. Ari bites his ears off and "makes him submit". We accept Puck as part of the crew!

PARTY EXPERIENCE: 700 xp

A dark, criminal, gnome-looking individual appears to us, named Snipe. She offers us a job. Shadow searches her and finds a small amulet with a gryfin, 10 GP, and a dagger. Ari notices a neck tattoo of a Gryffin, similar to what's on the Vengera Rancora ships. The mission: kidnap the son of the chieftain of the degenerate marshland elves who inhabit the outskirts of town and are murderous/feral. Dr. Eves Con'tross, a fat scholarly old man offers us a proposition to restructure his magic temple while he studies it for the next few weeks. 150 GP for the job. Turns out he's made of air and is a casa'thah and is studying the elven diaspora. We will try to start our timeline with Snipe after we finish Eves' job. We meet with her next! (We should be careful, she might be mad we stole from her).

Snipe gives us a two day extension and a map of the marsh elves, which shows the location of the King's hut. The son is about 4-5 in human years. Area is protected by scouts. Party is less interested after learning the age of the child. Party goes to meet Yves Ka'dross and discuss the elfen temple. She gives us a [map](#) and we buy a donkey and go on our way. The vibe at the temple is "old" and seems like a religious institution. We break into one of the doors and encounter guardians/sarcofogi and secret passageways.(Presumably) from Ari's water magic, the guardians salute us, and do not engage in combat! Dangly steals their stuff (of course he did, the rogue). Dangly also discovers a hidden passage by touch touch touching (of course he did, the rogue). That passage leads to a small study, with ancient books, scrolls, and gizmos. On the wall are three levers: #1 is up, #2 is down, and #3 is up. We push #2 up, assuming it is related to the blocked door earlier and a rumble is heard in the deep...

We returned to the antechamber and found one of the two elven statue guards kneeling. Must have been from the 2nd switch! We investigated the other door, and found another sarcophagus room, with another four skeleton guards. Dangly decides that he wants to steal from the sarcophagi this time, successfully opening one, and then falling in. This alerts the skellys. They are mad, but don't attack. "Let's let the past be the past" said Dangly, and the gang proceeds to the hallway that mirrors the other one. There, Ari, Dangly, and Pucc find more switches, and jerryrig one to work again. A Elven apparition appears and says "kjhsd dfsk vakus h tlaksd" Uhhh...We record it and send it to our academic friend, Eves Con'tross, who tells us to say "hvo iqs dcl kah asdg". We say it, and the apparition is V mad. Skellys outside attack Zo and Gurnst. Ari, Dangly, and Pucc join, and the gang handily defeats the skellys. They loot (noticing dove symbols on the skellys), and return to the antechamber, where the other elf statue is kneeling. Dangly pushes the big door, and it opens into a grand room, dark, dank, and long. Water has pooled at the far end of the hall. As those who can see in the dark witness this sight, a crab humanoid creature emerges. Dangly greets it. Another one emerges, along with their huge queen/king/leader/holyfuckitsagiantcrab-trollwithtinyhumanarms. *We roll initiative....*

We fry the crabbies! But were they really crabs? They had human parts... Verily, Gurnst confirms that these "crabbies" were centuries-old experiments on human subjects gone wrong. Poor chaps. We pursue exploring the rest of the sanctuary and find it to be full of water and algae. We cleared the temple and were headed out when we ran into Ravello who urgently needed to talk with us. (Also in this episode, Air almost died while finding a secret tunnel out of the temple to the other side of the island. Also there was a secret room we never went to.)

PARTY EXPERIENCE: 700 xp

*NOTE: 300 XP to level up.*

Ravello warns us about Snipes evil plans toward his community. Claims Vengama Rancora have been doing bad things all over the galaxy, and especially on Sikorrak. We discussed what to do. Pucc and Shadow both wanted the coin from stealing the child, but Pucc seemed to change when hearing the story of the family breaking... With Ravello's guidance, we decide to abandon the kidnapping job and steal the Vengama's stuff from the Golden Goat and run instead. Before planning the heist, we decide to get matching tattoos. To get into the safe, the password to the building is "Guile full crow's cage", and the code to the safe is 17V49R...01-20.

archaic

Tattooed and happy, we each needed to run errands before our big Golden Goat raid job. Pucc fixes the archaic arrow, and Zo negotiates the price of gems for Shadow using what she calls, "ancient turtle secrets". Ari picks a lopsided fight with some hopped-up halflings for which Gyrnst takes gambling bets. She almost dies, so now he, and Pucc who enters the bar, are trying to save her. She earned a social media reputation of being a drunken bully.

We make our way back to the boat to plan the raid and review our stock. We have two deciphered letters, informing us of the ongoings at the Golden Goat. We have Snipe's non-magical hippogriff pendant, but we are unsure of its properties. Shadow has a tattoo of the safe code. Pucc/Shadow attempt some recon of the Golden Goat. They notice carts going in/out of the back door, loaded with barrels. Pucc acquires one of the barrels and we try some of its contents (keg stand!) so we don't have to carry it all back. Pucc promptly vomits blood, taking 7 points of damage. Returning to the boat, we find out this is a neurotoxic drug to be taken in small quantities, called Hollow Thurron. It's common in Port Astarades and quite possible they would be looking to expand their trafficking enterprise. Our plan is: Ari will approach the front of the GG with her entourage (Pucc and Gyrnst) dressed as mafiosos claiming to be pitching a business plan on behalf of her drug lord family. Shadow, disguised as a fish head, and Zo as a mouse, will sneak in the back window and try to locate the safe. *What could possibly go wrong?*

Having decided the plan, we agreed on the name "Bernard Somerset" to drop in case we get caught, who we think is a regional manager here due to the opening of the thermal vents. Zo and Shadow go in through the wagon garage, and both work their way down to the basement. Zo, as a mouse, eventually finds the safe and tries several combinations until it opens. She finds some papers, money, and a black, shiny cube. Ari, Pucc, and Gyrnst enter the front of the bar and meet a gnome, who Ari convinces to take her entourage on a tour of the facility. In the basement, they find a training ring with two hobgoblins in a fist fight, who the gnome says serve as another source of income. Adjacent to the ring, the gnome takes them into a sideroom where we find Snipe. Ari tries to bluff her way through the encounter with Snipe, but the gnome calls her bluff and weapons are drawn...

One by one, we each have an inkling of what is brewing between Braben and Ari - fight ensues! We barely make it out alive, but Zo has the cube and Pucc has some documents along with the

PARTY EXPERIENCE: 700 xp

weapons he snatched off the bodies after the fight. Ari finds a foreign credit chip and plasma pistol from Braben. Pucc sneaks to the upper level so we can get out. We fling ourselves out the window and scurry back to the boat to set sail. To Zo's great thrill, she imbues the black cube with druid magic, which produces what seems like a button from its side.

*NOTE: Our group advantage on Rankora runs out in a few days. Also, we need to track inspiration tokens starting now. Inspiration tokens are awarded when we level up. The token can be used as advantage on any attack role.*

There were no attempts to follow our ship, so we head off into the sunset. Where to? We sit down around a map and some green marshmallows, and decide to go to visit the turtles first on Abrialla Island. As we get settled on the ship, we start spending time trying to figure out the cube. It moves around, switching, shifting, but not leading to any new understanding. Gurnst had a bright idea to try to flood it with current from the refrigerator, but he forgets to disconnect it prior to ripping it out of the wall. He's thrown back against the wall and wakes up the next day with severe electrical burns.

Abriella Island is a sprawling urban Italian-esque port town. Very poor town; small, cheap and stacked housing, dilapidated building fronts, makeshift shelters around. We arrive, and dock. Shadow dresses Pucc in a sombrero and poncho and assless chaps. \*Muah\* A Decker Boy spots them, signals to Pucc, and leads them into the Happy Hopper, a down and out pub that is "not particularly cool, in that sense". Clearly a front for drug running. Dirty, grimy, smelly, and populated with crusty denizens. We talk with a shady friend of Pucc's who tells us about an old fisherman -Kelvin Mistsplitter- who knows about the turtles from Abriella Port, and has an apartment near the coast. As we're getting changed (rancho-Pucc to Puccerburg), we notice the exits are blocked by a Banger's Legion thugs. Zo puts on pantyhose and a mustache - an excellent disguise! We head out and Zo distracts the lead Banger by charming him while everyone moves past. Pucc snags his walkie talkie device while he's infatuatedly praising Zo's TikTok feed.

We reach Mistsplitter's apt., where we ring the bell. He lets us all up, and Shadow retroactively steals a bottle of wine for presentation to Mistsplitter. We make introductions, and come inside. The apt. Is sparse, one chair is missing a leg, and there is an altar/shrine space that Zo noticed, but couldn't exactly place. But Gurnst does! This is from *Les Frere De'toile*, a star-faring/gazing religion/mystic. We talk, he suggests to take us to Choe, another turtle matron on the north of Abrielle. We take Kelvin's boat to the north. He takes a wide path around the sea shelf of the island where we encounter shadows in the water....

*NOTE: We got 25 XP at this point.*

We make out the shadows to be three turtles, and are approached by one HOT MAMA turtle whose name is Choe. She recognized Zo from her Real Tok profile. Choe claims to be part of the Sukuut (highly religious group), but Zo and Ari are skeptical. We learn about The Doon Qua, aka "The Lost", split

PARTY EXPERIENCE: 700 xp



from the Sukuut. This group is becoming politically involved with the Interfolk Alliance (monsters). Zo moves forward with her mission. We learn that the means used to kidnap Zo's family are used by the Karak Malok, a notoriously violent band of dwarvan killers. As we are talking, our boat is approached by a bird-like-aircraft and Zo turns into a mermaid with a harpoon as a disguise. We notice this through our monogrammed (and matching!) kaleidoscopes we were given when we became captains. Choe abandons us, while four people drop from the bird. We wipe out the ring leader and take two prisoners.



Ari searches the bodies and interrogates the prisoners. She finds some cash, a battle ax, and keeps the mace. We kill the prisoner who compromises our position by communicating for back up. The other prisoner, Private Cornelius Cotter, informs us that the dwarven traffickers (the Karak Malok) are coming in three days' time. As we are coasting back toward the port, we see troops on the coastline and Kelvin's apartment is burning...

We deliberate about whether to tuck tail and head back to the sea to meet up with Skaven. Instead, we steadily float into the dock, holding Private Cornelius at knife-point while Gurnst negotiates with the army corporal. We agreed to give them our hostage in exchange for letting us get onto our ship. At the last minute, our charm spell wears off and Private Cornelius exposes us as killers (after being licked by Ari). Pucc fires off an arrow and chaos ensues at the dock.

Gurnst takes a big hit to his armpit, the Captain tries to scare Pucc who won't take it. Zo leaps out of Pucc's pocket and morphs from mouse to velociraptor. Shadow and Gurnst get bored and jump off the dock, swimming up to the front lines. Shadow hoists Gyrnst onto the dock, saying, "**Gyrnst, this is your moment!**". Gyrnst immediately takes a direct hit from the opponents. We take out a few more privates, and upon realizing his team was losing, the Corporal makes a run for it. But not before making a magic circle with a line through it which deters Shadow's dagger... he threatens the group "that there will be a reckoning" and Ari takes 4 points of psychic damage and drops to the ground. Gyrnst won't have that! He goes after the corporal with a stellar launch of the javelin, followed by a plasma bullet in the back from Shadow. Then we search the bodies...

*NOTE: Inspiration tokens are awarded when we level up. The token can be spent on advantage on any attack role.*

Upon searching the body, Gurnst discovers an encrypted radio device. We hear some chatter. Puck responds to let them know we're A-OK. We toss the bodies in the water and board the ship for take off. We hold a Captain's meeting, and after much heated debate and discourse, we decide to find the ol' cpt. Yarlow's treasure on Bonanny Island. On the way, the caps decide to have another go at understanding the black cube. Shadow pushed the button which returned the magic device back into a cube, thereby reversing their progress. A storm rolls in, we make it to Bonnany just in time to check out the local margarita situation: Bajhaeah Beelieay's. We get

PARTY EXPERIENCE: 700 xp

super wasty on crainoid berry-spiked drinks. Having a great time, except Zo and Gyrnst, who are sobbing in a corner. We then get a group text from Skavin, saying "I'm being followed", and then a short audio message indicating danger (nothing notable in it, but uncharacteristic of Skavin, and given her previous message....) The caps are drunk, high, and in a predicament.

Shadow analyzes the audio message from Skavin, determines there are 5ish different voices coming out. Ari tracks the hell out of Skavin with a 25 survival check, and we head out in that direction. We arrive at the ground floor of Jarllow's mini-mansion and try to pick the locks and assume our hiding places before Skavin and her captor's arrive. We're all drunk, so it doesn't go smoooooooootthlyyyy per se, but we get inside and are able to scout around. It looks like a well furnished house that hasn't been lived in properly for years. Ari, Pucc, and Shadow see a horde of Saguin(?) coming down the beach with a clearly pissed Skavin in tow. What else could we do but bomb their faces off with explosive arrows?? We slaughter the crew as Skavin enters through the back of the Jarllow Estate. We take one prisoner who immediately hates us.

*NOTE: Leveled up to level 3! My hit dice is now 3d8 and I now have 21 hit points (up from 15). I gain 2d6 sneak attack (up from 1d6). Do I get a poison kit?.gain an assassin arcyetype, which gives me advantages on attack rolls for creatures who have not had a turn in combat yet. Any hit I score against a surprised creature is a critical hit.*

Turns out we had killed off Skaven's former crew. We recoup tons of gold, along with:

Item	Number
Battleaxe	1
Hard-light saber	1
Potion of Water Breathing	2
Potion of Climbing	1
Potion of Heroism	1
Plasma Pistol	2
Standard Batteries	3
Dagger	8
Rapier	4
Scimitar	1

We split the cash and will divide up the supplies later. Some of us drag bodies into the sea, while others look for Captain Jarlow's treasure. Skaven identifies a painting of a ship called the "Pikey Goblin". The Captain sold it to a curious off-worlder years ago, but Saskin stole it back. Skaven and Zo find the treasure! Gurnst and Shadow head to the basement and drink wine. Pucc gets lost and has a strange encounter with a naked butler, and Ari tortures our prisoner. We figure out that the daughter lives in Carolon's Crater, the Elven capital.

PARTY EXPERIENCE: 700 xp

*NOTE: We all earned 1 inspiration token during a long rest. This gives us "optional" advantage for any roll! Then we lose our token.*

Skavin stayed up all night reading/researching Yarllow's will. We're not sure why it took all night... Pucc made eggs. Gurnst made mead. Ari and Zo made a friend named Frank the arboreal turtle. The turtle communicates to us about a powerful hairless monkey person who lives in a tower nearby. We're walking to the tower, and Shadow notices that we're... being watched. Maybe cameras? Illusion charms? We go down a path, find a huge rectangle tower. Pucc tries and fails to cast some spells. Shadow knocks on the door, and schmoozes the hot blood orc butler into letting us in (jk, he pretty much does it on his own) and we wait in the foyer for the wizard... Turns out his boss lady is DEAD! Gurak, the orc slave/lover/butler takes us up to the room where we see her body hovering over a broken clock. The Mirror speaks in Qre's (the dead bird lady) voice and says that she has been murdered by an unknown person and to trust the captains of the High Falutin.

SIDE NOTE: Qre was just about to sell ReelTokk, and thus the party.

So: Ari and Shadow look around and find a safe full of documents. Keycode was 58725 (Gurak in NumPad lingo). Gurnst, Zo (now a cat), and Pucc go back downstairs to interrogate/interview party guests. There are two more bird people, a cat person and.... A lady from the Hywelglas and a half-elf who looks exactly like Pucc.... TO BE CONTINUED (duhn duhn duhhhhnnnnn)

While Shadow and Ari continue searching the room, Pucc sticks his hand in the magic and the hair on his hand grows longer! (WTF?!) Gurnst pours mead into the magic field, but botches the job. Shadow also sticks his hand in, but takes 14 points of damage! Pucc pulls him out. Ari shoots the clock, which breaks the spell, and simultaneously discovers Qre's will, in which she left everything to Gurak, the Drifting Cloud, and her brother, Duk. Zo brings up Duk and his partner, Sweetheart, for questioning. Gurak informed the group that the last journal entry is not in Qre's handwriting; Duk is shocked to find his sister dead on the floor, and informs us that Cloud and Qre argued about the selling of ReelTok and the idea of leaving Sikorrak (which Qre wanted to do). There's only a few people left to interrogate from the party list.

We decide to split up the remaining interviews, and then bring them all into the body room together (chaos!). The interviews go as follows:

#### Ari/Haramosh Interview

-Haramosh is an alien, Advocatus Aeternus, Rho-Omega-Iota

-Ari thinks she's hot

-She reads Ari's mind and discovers news about Qre

-She claims she did not do it

-Ari gets a feeling that something isn't quite right with her (too much make-up, cold feeling during mind-reading...)

-Ari wipes make-up off her face, and sees that the skin underneath is deathly white...

(Continued)

-Haramosh reveals that she's actually... dead? Jk really, dead.

PARTY EXPERIENCE: 700 xp

-She is a borai (undead); born first as a lashunta, then reborn as borai

### Pucc/Pekk Interview

- Pekk is a half-elf, Musician for hire
- Pucc makes a big show of coming into the room and trying to investigate things
- Pekk is stand-offish and clearly hungover
- Pucc tries to make Pekk see their similarities (forcefully, and while being vomited on)
- They figure out they were both adopted
- Pekk is a ReelTok musician and house minstrel

### Shadow/Cloud Interview

- Drifting Cloud, Chief of Technology and Co-founder of Reeltok (Tabaxi - tuxedo cat)
- Cloud is proud of his tech accomplishments
- Cloud seems to have no major qualms with Qre; they are by and large on the same page
- He seemed surprised to discover that Qre was dead and expressed mourn
- He expressed disdain/judgment toward Duk, who rides Qres coattails and doesn't work

### Zo/Gurnst/DHD

- Dearnia "Dee-HD" Herevin, ReelTokker (*Gyrnst: Possibly former hywelglas assassin?*)
- Gurnst thinks he may have misremembered or been thinking of someone else
- We established that DHD was an assassin
- She seems to have deduced what has happened with Qre, doesn't seem perturbed.
- Heard Qre and Pekk fighting in a room upstairs, shows video of Pekk saying "You wouldn't dare!" and then Pekk snaps the neck of his guitar and walks back inside.

After all the interviews, we head upstairs and enter (in the same interview-order as above). Haramosh says "Oh my" as she sees the body, but doesn't seem surprised. Pekk (not knowing about the death) sees Qre, vomits, and pushes Pucc in anger. Pucc restrains him. Cloud comes in, slips in the vomit, then fakes it like he didn't. He seems distraught, but also, maybe he's faking? He knew about death before coming in, but now it is too much...DHD comes in with Zo and Gyrnst. They determine Pekk is likely not the killer, just upset at Qre's music tastes. Pucc and Shadow take DHD into the hallway to ask about her investigation of the body. DHD tells us there were no signs of force or harm to the body, indicating she walked into it willingly. Her cause of death was that different parts of her body were trapped in different times. The team quibbled about the time of death, but there are too many gaps to know for sure. Back in the room, we collect alabais from everyone (with the intention of conducting handwriting analysis) and Zo throws fairy fire above the door where Cloud keeps looking which reveals a lump.... That turns out to be a piece of arcano-tech that is used to [drumroll] mimic voices!

Our top suspects are now Sweetheart and Cloud, whose handwriting matches the writing from the last entries in Qre's journal. We bring Cloud into the room. Immediately after starting our interrogation, he casts darkness and the team grapples with this in many unique and interesting ways... Pucc and Gurnst corner Cloud, where he finally surrenders and cancels the darkness, saying "Things just got so out of hand..."

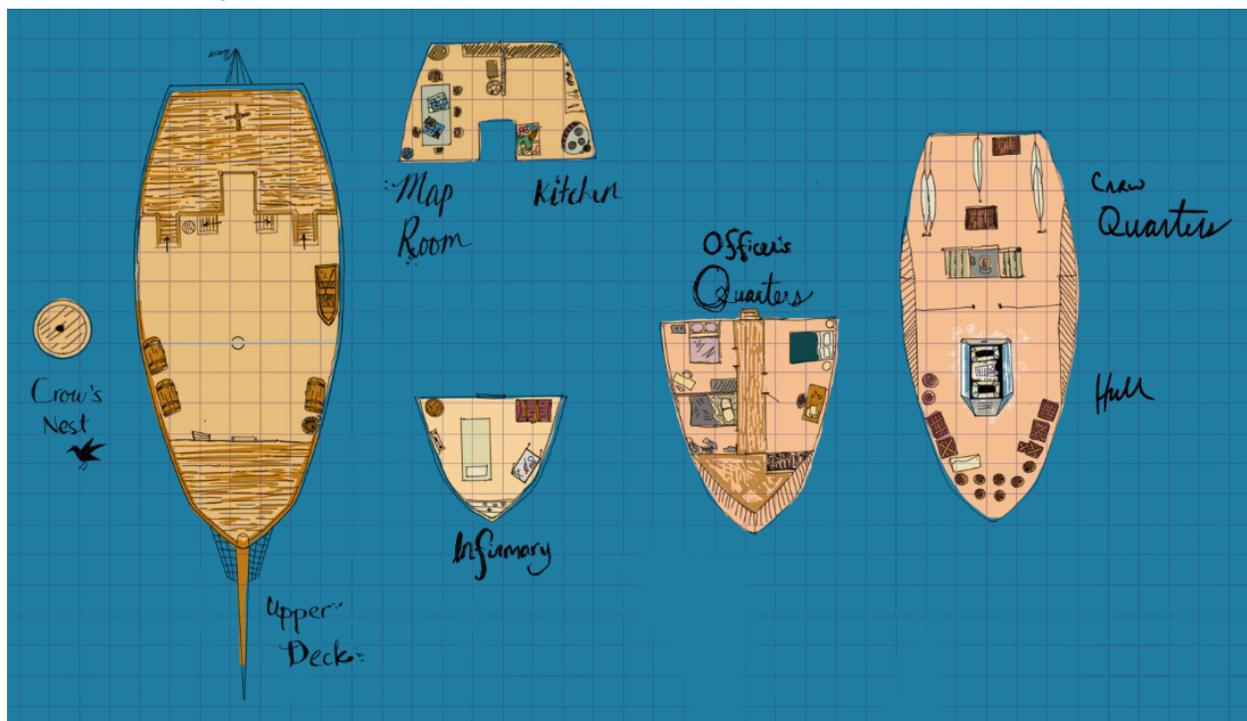
PARTY EXPERIENCE: 700 xp

<https://docs.google.com/drawings/d/1zIVyJ70WxO4FWNoKCREvNgA0TWCQnQY2A4-Lzoma8PM/edit>

By way of explanation, Cloud admits he “accidentally” killed Qre during one of their fights. He knocked the timesaver off the table, and as it broke it absorbed Qre. The team insists her death was premeditated. Cloud claims, and Gurak reaffirms that Qre was adept in divination, and has foreseen her killing, though the details were not clear to her at the time (thus the magic mouth spell). Gurak will be pressing charges, but the team will be rewarded handsomely and continue on our journey.

Aha! The Cube! We scan our cubey cube with a tool from Qre’s workshop and find out it’s a [Cube of Force](#)! Shadow becomes proficient in archanotech via Cloud, Pekk agrees to come with us, Ari/Haramosh have an amorous exchange, Gyrnst convinces DHD to come with us, and Gurak drops us off near the bay at Bonany. Shadow and Gyrnst hit up Baha Bailey’s saloon, while Zo, Pekk, ahem Pucc, and Ari stroll around a bazaar. Pucc asks a pet shop keeper about raising crabbies.

As we board our ship anew, we set sail for Carolon Crater to find Ramora, Yarlow’s daughter. Skaven is holding her inheritance for us. Sara made us a map of the ship!



Pucc inquires about Carolon Crater and how we might be received. Shadow/Gyrnst learn to master their [jump jets](#). We identify a submarine approaching and take turns keeping watch. At night it shines a red light, but Pucc is on watch when the light disappears. We are attacked by their seemingly living ship, and ropes are launched in effort to board us. Suddenly, the flag of the vengara rancora unfurled...

PARTY EXPERIENCE: 700 xp

Some of their party board us, while we work hard to fend them off. Pucc makes a daring dive from the crow's nest, while an arrow shoots out of Zo in a burst of energy, and Gyrnst (nearly) decapitates a gnome to death. Suddenly the pirates of the Caribbean theme song comes out of nowhere. Pucc is inspired by a heroism potion, but possibly overshoots by placing himself in the path of attack of a Goliath cyborg with an industrial chainsaw sword who commands the vessel to self-destruct. Shadow delivers a final plunge into his belly, but can't carry the whole body back with him to their ship. How will they escape the explosion???

While Zo and DHD check enemy bodies and run down to help Skaven patch the gaping hole, Ari and Gyrnst leap down to the enemy ship to investigate a means of aborting the explosion. Shadow calls the water to un-skewer our ship from the enemy ship, then joins Skaven below deck, along with Zo. Pucc, Ari, and Gyrnst run downstairs, using the Cube intermittently in the event of a random explosion, make their way down to the engineering room and speak with an IBU (I-something Brain Unit) that controls the ship. Ari convinces the IBU to let us go after two minutes, not explode, and leave safely without explosions. Yay! Zo and Shadow bond over water play and also successfully patch and drain the ship of water.

(Make sure Max considers and reviews our LOOT baybeee)

Everyone Levels Up!!

The patch job isn't holding, but we have 7 days until we reach Corolon's Crater. We search for driftwood to patch it up. Well, most of us. Zo shifts into an octopus, and Ari catches a tuna. Shadow makes margaritas for their return and to help Skaven relax. We sail upon a lighthouse, but ho! It appears to be a mergor trap! (Pucc spots a mergor through the spyglass, anyways) We swim/row to the island to begin our investigation. The swimmers discover that the island is on the back of a giant turtle. Ari spots a submersible swimming under the turtle towards the High Falutin! Gasp! They approach to engage...

We fight the mergors and a giant alligator also makes an appearance! Ari and Zo kick mergor ass in the water, while Shadow, Pucc, and Gyrnst bring the heat on land. After a vicious combat that leaves Shadow unconscious, two mergors try to escape, but are sucked up by a suspicious whirlpool (the same one from the mergor attack that killed Cpt. Yarlow?? Hmmm...) We search the bodies, and Zo and Shadow collect wood. We find crates of wheat, platinum, cinnamon, flour, salt, and canvas and carry them onboard. We then continue our journey on to Carolon's Crater...

We see the biobubbles before anything else, made even bluer by the clear-ass water reflecting from the ship traffic. Skavin sends a pic of Deramora, Yarlow's daughter, whom we came here looking for. We stride into a fancy restaurant and order up! There are all manner of executives and obviously wealthy people. Shadow gets bested trying to swipe a wallet, and Pucc disguises himself as a lowly army Captain and wiggles his way as a guest at their table. He gets tasked with a vague patrol job. He perceives a threat, fakes getting let go from his job, and runs out crying. Shadow's brother Swoll comes in with another genassi, and Shadow regales us with all

PARTY EXPERIENCE: 700 xp

the family drama about how he's an asshole and a slut (Shadow's words). Zo goes up to try and get some info from him, but makes a poor performance roll. She makes up for it by dropping a fog bomb, stealing Swoll's phone and wallet, and all of us just dine and fuckin' dash baybeee. Shadow steals some stuff from Swoll's wallet, and breaks into his phone to find out Swol is now the Ops Dir at Looming and that Looming is now a subsidiary of the ATC... the group finishes the night by checking out the "Devil To Pay" bar. Red lit dive bar, drum-n-bass music, just a few patrons....Next time, we'll visit the address from the letter 'yarlow drafted to Defromora and beat up some bar thugs.

We fight the thugs, knocking out one while the water genasi thug escapes. Through asking the bartender, we find out that the knocked out guy is a 'fixer', the escapee (named Brynja) is a hired assassin. We take the fixer back to this ship and interrogate him. The fixer is named Thero and he works for someone named Kelvar, a sea elf from Ari's kingdom who is "trying to fix a power vacuum", thus the hit on Ari.

Ari's history: Ellis (Ari's dad) and Decrese, two seal elf mafia types, built the Eldrid clan; they did nasty business types. Laguine, Ari and her mother's clan, is also mafi-esque, but like, good. Ari's parents had an arranged marriage. Ari's dad (Ellis) had her mom killed, and after some time, Ari killed him. Now, we find out that Kelvar, Ari's half brother, is seeking power and trying to clean up loose ends. Until we kill him, Ari may never be safe.

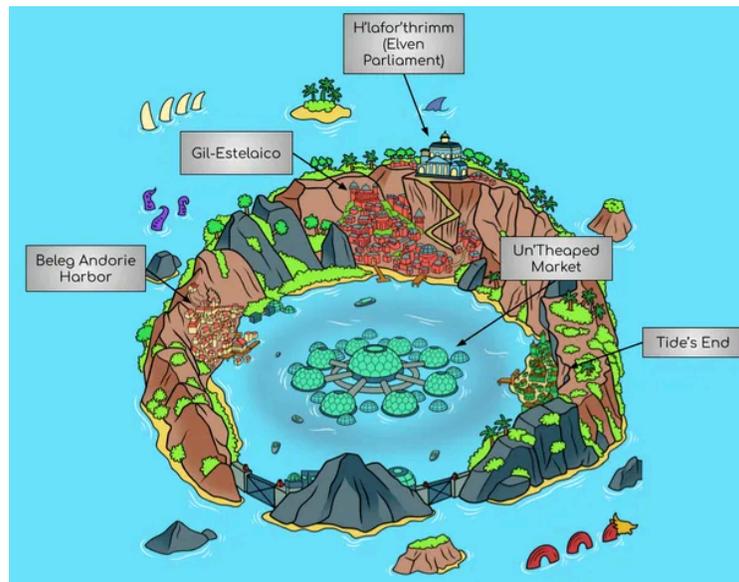
Ari takes Thero's phone, and tries to contact Kelvar. She says "Don't you want to talk to your sister?" to no response. We end up recruiting Thero, who agrees to help us decode the Vengema Rankora business books, and give us possible tips around Carolon's Crown. We head out to Tide's End (a neighborhood in Carolon's Crown) to find Jarlow's heir. Also, we find an older half-elf who looks exactly like an older Pucc. Strange. Pucc gets his info and they decide to grab dinner later, exchange war stories, laugh, cry.

As we get to the Tide's End neighborhood, Pekk catches up to us, and starts gabbing about dubstep or something. Ari notices that we are being followed, and informs the rest. A Thug stops us, asks for "a toll", is insulted viciously (thanks, Pucc), and combat ensues. We have one bad santa left, and he's about to talk...

We ask if bad santa heard of Defamora. He won't tell us, but he does serve the Prince of Ashes, which he tells us just before Ari puts an arrow through his head. The Cinderling crime organization may be after us now that we killed their guys..keep an eye out for people branded by a sun tattoo on their forearms. After a short rest, we stealth across the city until we reach a torched home (Deframora's). Gyrnst comes across a journal in the wreckage. Zo approaches the neighbor lady to ask for more info about the fire, learning that Yarlow's old crew (who we probably already killed at his estate) came looking for her, searched around, and burnt the house down. That was two weeks ago. Shortly after we arrive, however, the Cinderlings catch up with us....COMBAT BAYBEE

PARTY EXPERIENCE: 700 xp

We fight the Cinderlings in Tide's End and are severely wounded. We get the old woman's number, in case we need any assistance/fortune telling/palm reading. The group decides to ferry back across the crater. We choose a ferry that stops at the floating bubble market.



On the ferry, an elf introduces himself as a cop. He's got a job for us. Avari Telren is his name, and he gave us his numba. We arrive at a bustling market and stock up on healing and weapons. Shadow gets an annoying text from his brother:

*"hey shadow im going to overlook you stealing my wallet but we need to meet up tonight DONT give me any of ur shit, this is serious (from Swol)"*

RECAP (As of Feb 18 2025)

- Captain Yarlow is dead. Skaven needs help getting Deformora her inheritance. Snooping around at Capt Yarlow's estate, we found an address for Carolon's Crown (the elven capital).
- We were boarded by Vengema Rankora ship, but then we counter-boarded them and convinced the ship AI not to self destruct (yay)
- Found an island (back of a dragon turtle) infested with Mergor, whom we promptly murdered. Ship supplies acquired
- Current Shipmates:
  - Skavin- first mate
  - Josh- cook(ish)
  - Pecc- musician? Looks handsome
  - BHD- Tektoker (sp?) ex-Hyweglas special agent
  - Frank- Ari's arboreal turtle
  - Thero- a local "fixer" trying to ingratiate himself inside the Eldar (Ari's people)
- After a series of mini-ventures, we're docked at the Carolon's Crown harbor and make a very poor entry by picking fights, making fart clouds, and getting revenge on family members.

PARTY EXPERIENCE: 700 xp

- Found Pecalamir, a middle-aged attractive and good looking and generally all around nice guy, who invited us to dinner with his wife

Current Enemies: Prince of Ashes, Vengama Rancora (goat issue), Kevlar (ari's half-brother), Brenya

Threads: Alvari Telren, Prince of Ashes, Deframora leads, Pecalamir, Assassins lookin for Ari, Thero is working on the Vengema Rankora Black-Book

### ***The Journey Continues...***

The Sunken Trader (name) is the bar where we decide to meet Detective Telren. He wants us to give him info on the Cinderlings. He wants us to let them find us and befriend them because he thinks they are planning something. In exchange he will provide payment (100gp at first) and information regarding Deframora, the Vengema Rankora, and perhaps others. Then we head over to dinner at Pecalamir's where Shadow's brother, Swol, will also meet us. We took a short rest before going to dinner, meeting Swol outside. Swol, needs to talk to Shadow in private about something he needs help with. "Something's going down with the Looming Vessel Company". LVC was acquired by an intergalactic firm, and weird orders are now coming through (building parts for a heavy duty weapon of some sort, thinks Swol). Shadow agrees to help the issue, then "How's Dad?" "Dad is sober. Still no sign of Mom". They hug it out, and head back to dinner.

LEVEL UP, BRUH

During the dinner party, we get some info about Microlutions Industries where Paqelamir is a janitor, making organs for war vets during the Interspecies War. Zo and Pucc are suspicious of the company, but Paqelamir doesn't seem to know or want to reveal anything negative about them. We ask about his background, and he asks about ours. We tell him about the Prince of Ashes and Cinderlings, that we're looking for Deframora, etc. He tells us he doesn't know much about The Prince or Cinderlings, but that we could look for Deframora in homes that take care of women. We also decide to do a DNA test with Pucc and Pecc and Microlutions. Swol makes an ungraceful exit, then Paqelamir takes us to Microlutions Industries to do the blood test. We meet a doctor named Scott who notices Pucc, Pecc, and Paqelamir's similarities, and helps us to do the blood test.

Back at the Comfort Sweets and En, we discuss our next task:

1. Sleuth at the Looming Vessel Comp stock house
2. Befriend the Cinderlings and learn their intentions for Detective Telren
3. Check Women's Shelter or read diary for clues to Defamora's whereabouts

We choose #2 (obvi). While on the ferry to Tide's End, Gurnst flips through the diary. Defamora had a recent break up with Guurthrax (a sahuagin name) possibly due to gang trouble, but maybe they're still friendly(?). Julie Simmons is Defamora's friend who works at a cafe. Defamora also frequents a Greek restaurant called "Sancho's Palace" (good salsa). The

PARTY EXPERIENCE: 700 xp

Cinderlings are on us immediately upon arriving. We trade lovely barbs. Haelin, the lead, takes us to meet her boss. He's an elf/fiend with bright eyes and volcanic skin. Gorgeous, nonetheless. He wants us to steal an arcane conductor from the dwarven arcanotechs in Deep-Dive Row. On our way back, we decided Shadow would secretly meet with Det. Telren, and the rest would go to the Dwarven Forge. But then, Shadow gets a text from Swol about a shipment coming in tonight and so we decide that is a priority. Shadow still goes to meet Telren, while the rest of the gang goes to Sancho's Palace to investigate Deframora's whereabouts. Memnol, a server at Sancho's Palace, agrees to get Ari's number for when he sees Deframora next.

*Molly note to self for next meeting: Shadow split off (stealth) to find Telve and inform him of our activities with the Cinderlings (ie Prince asked us to steal thing, which he said would 'bring us into the fold'). I need to ask Telve whether we could fake the heist in collab. With the dwarves. If not, can he help us get into their forge?*