

We all are gathered for dinner on Lava's Quarrel.

Rags, very excited: "It's Taco Night!"

There's a communal groan from the shipmates, but Rags is excited, breaking out the taco shells and makeshift tin containers for everything. The aroma is very pleasing.

Ingeborg: "No I've always enjoyed Taco Night even if it's every other night. I still think it's kind of special."

Rags clearly blushes and is thrilled, setting up a giant lazy susan on either side of the long, misshapen plank of wood with bench seating around.

Reminder of Crew (in rough order of authority) (mostly Magfolk)

Capt Tork

First Mate Jorlaug

Chief Engineer Idunn

Boatswain Gudrun (Salamander)

Ingegerd (sis of Ingeborg, on Idunn's crew)

Spot (Dragonborn, on Idunn's crew)

Rags

Elys

Ingeborg

Elys to Izar: Do you eat with the magic too?!

Izar: No

Elys: Oh. Me neither.

Izar: Cool.

While the Captain has his tacos on his plate he's mostly scribbling notes with a quill, at work at the table.

Ego: I say what can you here tell us about the Salamander Empire given our particular journey?

Gudrun just takes a big bite of taco in a poorly veiled attempt at dodging the question.

Ingeborg: I've only been there once but I remember it being a very noble people and the town is very well taken care of by the royalty, which is very nice to see.

E: You mean to say the royalty themselves wander the streets taking care of what is need.

I: I don't know the specifics but everyone seems to be taken care of equally.

E: Are there any faux pas we need to take in concern?

I: "Well, be courteous of course. I'm sorry, do you anticipate an audience with the Queen?"

The captain grumbles something about "cargo".

E: We certainly would not turn down should such an opportunity present itself.

I: Nor would I!

E: Have any of you folk heard of the new castle on the other side of this here planet?

Izar: Iron, poky.

Idunn: Well you know, things get built and things get torn down with such regularity these days. That's one of the things I enjoy about Magmus, is this are always in flux. I haven't heard about any specific new building ventures. I have hoped for some development in some of the Solidlands. Specifically I know of an endeavor to build a research facility on the north cap of Magmus—the largest of the Solidlands. But I haven't heard of any developments up there. What sort of research?

She waxes on for a while about the igneousology that is destined for that land. Geology. Though she makes it clear she wouldn't consider it herself as she talks about her passion of the work on this ship. There are a ton of merchant vessels, but few have lasted as long as Lava's Quarrel due to its versatility and its ability to be able to be rebuilt on route. Air travel is very difficult on Magmus because of all of the turbulence, so any long distance travel is either subterranean or vessels like this one, which are much faster if they can manage it.

Ah I rather like that description I think rebuilding along the way is my M.O.

To Ego but looking at the Captain And what is it you do?

Captain: You don't have to answer that

No I don't mind. We as a group are looking for the gods, though as an individual I am the more technologically-minded among us. We have made fascinating advances in AI, which, like this planet, has its ups and downs.

Gudrun scoffs a little at the mention of the gods, but then says, looking nervously at the Captain, "You know you all seem interested in many things and as not just cargo but also the contractors of said cargo you may be interested in seeing Canaz when we are there tomorrow."

Captain, thinking long and hard: "You know Boatswain Gudrun brings up an interesting suggestion. I suppose it is up to you, as the contractors of the cargo. Idunn and Ingegerd will be working on the ship. Rags and Elys will be working in the tides to replenish the food stock.

Izar: If I render my services to harvesting, may I procure Elys as a tour guide of sorts, once she is done with her harvesting tasks.

To the Pools of Canaz?

Yes!

Out of the question.

May I ask why?

She is far too young and it is far too dangerous to leave the confines of the ship.

Dorinda: What dangers and risks would we possibly encounter which would be of concern?

Capt: Do you doubt my wisdom in raises a child?

No I'm seeking information

As offworlders I'll extend grace but topside is dangerous even for Magfolk. The tides are unpredictable. The flora and fauna can be treacherous. Without sufficient experience it is dangerous.

Ego: And how does one gain said experience?

Capt: The tidepools are part of that for her.

Elys: Ugh boring tidepools.

Dorinda is noticeably boring of this conversation.

Izar: Surely she would be safe with so many to protect her, including a large Magman!

Ego, in magperson form, takes issue.

Capt: The answer is No and this will be the end of that.

Dorinda: Who of the crew will be journeying to see the pools.

Jorlaug: Alright look, it's not a journey to see the pools, it's a job. And you may join as cargo as we do a job. But the captain and I will be leading this foray with Spot and Ingeborg joining us. So you can join that crew and go to the pools while we drop off the goods and make a deal. Or you can stay on the ship with Chief Engineer, Boatswain, Chef, and lovely Elys.

Gudrun speaks up: You know, maybe as added protection for the bonus cargo, it would make sense of the might of Ingegerd to go along and I could big up the extra work here. If you need extra eyes on the cargo hers are good ones to take, sir.

Jorlaug: Alright, sure that makes sense.

Dorinda tries to surreptitiously observe how the salamander is reacting to this conversation. She follows the thread of what Gudrun has offered thus far at the table trying to work things out. She notices it was his idea to let us decide whether to go to the pools. The scoffing was dismissive. And also he added the mighty Ingegerd suggesting she might leave the ship with us.

Elys has steadily been feeding taco meat to Hiare this entire time. She tries to throw it so Hiare can blink to it, but to no avail.

The Captain speaks up and says, "Make your decision in the morning."

It's clear we could all go or all stay or some of each. Hrothulf reminds Ego that Magfolk don't wear heat-protecting armor on planet. Ego realizes she's painted herself into staying on ship.

Hrothulf: "Does your fine vessel travel to all regions of this here planet?"

"We do."

"What news of the Southern Territories?"

Everyone tenses up a bit waiting for someone to answer. Jorlaug, with a meaty fist held tight:

Jorlaug: "Yeah we, uh, we've been locked out of the Sotuhern Territories. We'll just say there's a new king in town and he's tightened up a whole lot in his little kingdom. We haven't been able to get contracts as he's very particular about who can come in and out of his traditionally nomadic territory. We don't want to play his games or pay his taxes, so we have no news."

H: "I feared they would become more isolationist. Is that what I am to understand?"

J: "Shipping, travel—I feel he's created a big old wrought iron prison."

H: "Is there any reason you mention iron?"

J: "Yeah that was the last of the couple contracts that people were able to get before he slipped to his exclusivity. I don't even know who he goes will now—no one I work with."

Jorlaug looks over to the captain: "I'm sorry I shouldn't be talking to the cargo."

"I do appreciate your candor on the subject. I will press no further."

"Sorry I got worked up."

Dorinda keeps tabs on Gudrun, observing his behavior, seeing if there's any indication he's setting us up in any way.

Gudrun doesn't fit well on the ship yet as he's still pretty new. He still staggers with the ship where others roll with the undulations.

Elys has basically made it clear to Izar that she's resigned to staying on the ship again, as much as her mischief has shown. "One day, I'll get my chance." She does like going with Rags to the tide pool though, so she says she's going to try to look forward to that.

"Would you and your puppy like to come to the tide pool with me, Magic Man?"

Izar leans over. "Yeah, I did my best. But the tide pools... it sounds fun."

"Does that mean you're going to the tide pool?!"

It'll be 1.5 hrs each way up and the down the crater for those who go up.

Idunn and the crew have to stay on ship to keep it running, with everything constantly changing.

The tide pools are very near with the ship anchors.

We'll get there at low tide, when the obsidian rock of the crater can be easily seen.

The crater is a home for some, a pilgrimage for some. Plenty of business, some probably scammy around healing properties of the spring water, etc.

Dorinda and Hrothulf definitely want to go to the crater pools.

Ego will stay on the ship with Idunn and the crew. Being in magman form without magman heat tolerance, and having interest in the tech. She imagines she'll have opportunity to go below deck where the engineering is, rules be damned.

Izar will go to the tide pools with Elys and co.