

Session 14 Chat Log

---- Session Start ---- Dark Paths of Riddleport #14 ---- 091312 ----

Everyone was off doing errands in town, trying to get some things accomplished and hoping to find out a little more about the general situation that was going on in Riddleport right now.

Aragon had headed to try to get an audience with Clegg Zincher himself over at his arena.... but was not able to meet with the man as he wasn't in. He did make the acquaintance of a beautiful young Human that was in Zincher's employ. She not only gave him the heads up that Zincher's men may be looking to rough him up at the Arena, but she also met him for lunch as well...

Snargash and Shaylya spent the morning moving through the streets singing songs to promote the group and the Gold Goblin and to just have a visible and positive presence on the streets. Snargash entertained the crowd and offered minor healing services to any in need....

Shayla followed closely behind, keeping to the alleys, rooftops and shadows. She did not notice anyone seeming to watch Snargash or make any dangerous moves toward him, though a few times she felt that someone was following or watching her, though she could not identify the culprit....

Aethel was on a mission to seek out an enchanter to replenish the mystical energies that he stored in his families signet ring...

Bodi made a trip to St. Caspieran's Salvation, the mission and orphanage that he had a soft spot for in order to deliver some extra funds to the seriously in need charity...

Ajax and Guy remained at the Goblin working on helping to try to get the place cleaned up and open for business that evening, though even with the extra help Saul called in, it looked like it would be at least one more day until the doors could re-open.

* Aragon will pump his lunch date - for more information about Zincher, of course

Aragon learns from Tandi that Zincher has had some dealings with Boss Croat recently, more than usual. The two don't like each other, but sometimes work together for mutual gain.

Snargash sees an increased presence of the Gendarmes in the River and Wharf Districts this morning. The word on the streets is that either the Gendarmes and Cromarcky were either involved in the raid on the Goblin or were purposely NOT involved or even nearby when it happened. This of course has already been publically denied by Cromarcky. People are talking about the Cyphermages stirring up a lot of rumors about this situation, mostly regarding the fact that the Overlord and his Gendarmes WERE somehow involved... then going on to make it a point that no civic leader should use personal gain at the expense of its citizens...

It is a known fact that the Cyphermage leader, Elias Tammerhawk, has been actively speaking out against Cromarcky and some believe is attempting to make a run at Riddleport leadership.

Meanwhile, back at the Gold Goblin later that day....

Everyone gathers for a meal. Hulger the cook has whipped up a large meal for everyone, including all the extra workers and guards that Saul has brought in to help.

* Saul Vancaskerkin asks for you all to join him in his office when you are done with your meal. Snargash attempts to speak to some Gendarmes on patrol that day, but most are dismissive and refer him to the nearest guard house, but he gets similar treatment there. No one seems to want to talk to him, blaming their un-availability on other duties and obligations.

Saul Vancaskerkin: So, I think I may have found us a way to get back at these snakes without making an overt and dangerous move!

* Aragon rolls in after lunch looking surprisingly mellow... He is still in time for the meeting.

Aethel: so now what?

Aethel: finally! What's the plan?

Saul Vancaskerkin: Well I was right to not make a strike back at our enemies. My contacts on the street are saying that the failed raid last night has only propelled the Goblin further into the spotlight. Showed how tough we really are. That equals integrity in this town. People can't wait to get back in here and spend their gold, and to get a look at you all as well!

Saul Vancaskerkin: My contacts also confirmed that the Overlords Gendarmes had some patrols rerouted, but that they were definitely NOT involved in the actual attack.

Saul Vancaskerkin: This is good and bad news... on one hand it means that he has no stake in protecting or antagonizing us, but it definitely means we can expect no help from that side of things. I've seen that there were plenty of Gendarmes in the neighborhood today, but I wouldn't go counting on them to come to our aid if we need them!

Saul Vancaskerkin: Now my greatest fear is that our popularity has been inflated TOO much.

Bodi: That's not possible

Bodi: You got me here.....we should be popular

* Shayla glances askance at Bodi

* Bodi winks and laughs

Shayla: Speaking of inflated

Snargash: He's right - by every standard you want to measure it - we're the prettiest crew on the continent!

Saul Vancaskerkin: We have to consider the way this is affecting the reputations of those involved. While there is still some speculation as to who was responsible, I think most people are set on Zincher and Croat. And if they don't act soon and decisively, their reputations will be permanently damaged. And from what I know from Riddleport's underbelly, that is not a good thing.

* Snargash nodding in thoughtful agreement

Saul Vancaskerkin: Fortunately, with the amount of thugs you all put down last night, there is no way they will be launching another assault too soon, but when they do, expect it to be much more serious than last night.

Aragon: I was warned today not to let Zincher's cronies catch you alone. Could be a painful or perhaps even fatal lesson.

Aethel: So how are we going to prep for it then?

Saul Vancaskerkin: Well, here it is, folks, the actual good news that I've been made aware of today.

Saul Vancaskerkin: I've got word of a meeting between those involved where they are going to be making the plans for the next bit of action between us.

Saul Vancaskerkin: They are supposed to be meeting tonight, at the Spar, down in the Boneyard.

Saul Vancaskerkin: My man tells me it will be a handful of capps from each involved party. Zincher and Croat are too worried about retaliation from us to actually show up, I'd assume.

Saul Vancaskerkin: So what I'm proposing is for you all to get out there tonight and find out what's goin on. And, you know, if none of those capps make it out of the Boneyard, well, then that's the risk you run in this type of situation!

Saul Vancaskerkin: The Spar is a favored meeting spot, the wreckage of an old pirate ship. I've used the spot many a time back in my younger days as a drop or meeting spot.

Snargash: Wait do you really think that Mr. Croat and Mr. Zincher are so afraid of us they won't show?

* Aragon licks his lips hungrily. "Finally, taking the fight to our foes!" he thinks to himself.

Shayla: They should be

Saul Vancaskerkin: From what I've heard, Zincher and Croat have been holed up in their hideouts for several days now. No one has even seen them at all!

Saul Vancaskerkin: The way I see it, you can glean some information and maybe take out a few of our enemies in the process. Its a win win. Its important, if not vital to the Goblins, and our own, survival!

Snargash: Hmm - ojaym, I'm not really arguing against the plan - I'm just putting out that there is something funny about the big picture - in so far as we are seeing it

Saul Vancaskerkin: Yea, what's that?

Snargash: As you said a couple of days ago - they can raise a small army compared to us.

Snargash: They're not afraid of us on a combat level

Snargash: They definitely aren't hiding from us

Snargash: If they're hiding now - why?

Saul Vancaskerkin: Well, yes, they have resources, but it takes time. And every time they try and fail against us, it makes it that much harder for them to pull together those resources.

Snargash: As far as present action goes - my only caveat is to ensure we have enough reserves in place here to deal with anything they might throw while the primary team is out of

house

Saul Vancaskerkin: And it looks like I, like my enemies, underestimated you. You all have been a godsend for me and the Goblin.

Saul Vancaskerkin: Which is why I brought you in as partners. There is no way I could have made it this far without you.

* Snargash nods

Saul Vancaskerkin: But what I want now, is for this partnership to continue. If they really do pool their resources and come at us full force, we may be in trouble!

Saul Vancaskerkin: And when that happens, and when the Gold Goblin is just a burnt out shell, and I'm laying in the gutter with my throat slit, well, then our partnership doesn't mean squat.

Saul Vancaskerkin: Yes, ugly one, I have called in some favors. I should have between 10 and 15 extra blades in here tonight on top of what we already have. And with the Goblin being closed down still tonight, it'll make it that much easier to keep it secure. I have moved out the few folks in our guest wing to a nearby establishment, so there will be no worry of any innocents in harms way again!

Snargash: Hmm. Mr. Vancaskerkin, so far I've only questioned you about your enemies. Time has come to ask about the bright side of the road. Who are your friends? No matter how "small fry"

Snargash: grinning...Good so far

Saul Vancaskerkin: Well, most of my friends would be happy to have been elevated to the 'small fry' status, I know no one with any real influence or power, just some individuals I have remained in contact with over the years.

Saul Vancaskerkin: Most of them are here working for me now, or will be showing up to lend a blade for the next few nights.

Bodi: Maybe its time we visit their establishments and see what trouble we can get into

Snargash: The fact that you and they have maintained that contact for any length of time makes them far more valuable than their apparent street status would suggest.

Aragon: Perhaps, Aethel, you could scout things today as a bird?

Saul Vancaskerkin: My suggestion would for you all to get a few hours sleep and then head out that way at nightfall. You were up late last night and then out all day today. I would hate to see you heading into a dangerous situation without your full rest.

Bodi: Sounds like a good idea. Shayla, wanna work off some stress first? (wink)

Aragon: Sounds good - I could use a nap.

* Shayla gives Bodi a steady gaze

* Shayla laughs and walks away, shaking her head

Aethel: Sure, It wouldn't hurt to find the area ahead of time, and see what it looks like

Bodi: She loves me.

Bodi: or wants to anyway.

Saul Vancaskerkin: I'd be happy to draw you a map or whatnot. I'm fairly familiar with the place.

Saul Vancaskerkin: The Boneyard can be a dangerous place. Its basically a combination of city dump, ship graveyard and saltwater swamp.

Saul Vancaskerkin: Wonderful place really.

Aethel: I suspect there's plenty of seagulls around it

Saul Vancaskerkin: In most places the water isn't more than a few feet deep, and that's the best way to get around down there. The junk piles, land and shipwrecks are dangerous, not to mention noisy, to move around on. The places of wet land, and ain't none of it dry, let me tell ya, are dangrous for their patches of quick-mire and such.

Saul Vancaskerkin: Sure, plenty of wildlife down there. Gulls and birds of all types. Watch out for reefclaws and swam baracuddas also.

Bodi: reefclaws...ugh

Saul Vancaskerkin: Ive heard tell some folk say a bunyip* has take up residence in some of the deeper channels, though I don't buy it.

*fearsome aquatic predators something along the lines of a shark crossed with a sealion. sharp teeth, sleek brown fur, pretty fast, strong and big. deadly, can smell blood for miles, like th grapple, roll and then take their prey out to deep water and drown em!

Aethel: hmm

Saul Vancaskerkin: You have several options for approach on this one, the way i see it. You can come in from the south, past the Riddleport Light, go over the Cut, or go all the way through town, out the north end and back around the ridge.

Aethel: Well, the trick will be how do we find this meeting place, and how do we get there with stealth?

Saul Vancaskerkin: I would avoid the northern route, though the Light and the Cut routes will be a little tougher due to the terrain.

Saul Vancaskerkin: I'd go the south way, past the Light. If you go over the Cut, ole Hyrum Cooge might see ya, hells, he may even be on the payroll watching out for you, wouldn't surprise me.

Aethel: Well, I can scout the area from the air, and we can decide

Saul Vancaskerkin: But if you go down by way of the Light, I'll warn you to keep clear of it. They say the current lightkeeper is a sorcerer that makes unholy deals with Devils and Demons. A summoner, they say.

Saul Vancaskerkin: Aye, that would be the best route.

* Saul Vancaskerkin draws you a crude map, indicating where the Spar is in relation to the other parts of the swamp.

Aethel: hmm

Aethel goes out in bird form and scouts the area.

Aethel: That looks like a great way to get ambushed

Snargash: So, what are our objectives once we get there?

Aragon: Hmm.... Something about women and lamentations, I think...

Snargash: We could simply hide and listen so that we're ready to spank them again publicly when they make another move

Snargash: or at the other end of the spectrum

Aethel: Do we want to wait until they're meeting, and attack, or do we want to wait in ambush?

Snargash: we could make sure no one ever leaves

* Shayla walks back, seeing action is ongoing

Bodi: No, we're not assassins. But a message must be sent. And someone should be left to carry the message to others

Snargash: The first could win us more allies - play toward a bigger picture in long terms

Shayla: One thought would be to ambush each party before it arrives

Snargash: The other end - a few flasks of alchemical fire and no one leaves alive

Snargash: or do we go in between somewhere?

Snargash: We could stroll in, confront them and try to convince the capps that they're backing the wrong horses. . .

Snargash: The very fact that we walked in on them would go a long way toward conniving them of that

Bodi: you guys figure that out, I need my beauty rest..

* Bodi heads off to bed, offers to take a serving girl with him

Everyone but Aethel has had a short time to nap and now it is later in the evening and everyone is gathered around planning what to do next. The sounds of construction and repair continue down in the casino below.

Shayla: Hard to sleep with all that noise

Aragon: zzzzzzzz

* Aragon will prep by withdrawing his money from the GG vault and buying 10 healing potions (\$1200)

Snargash: My harness will slow me down a bit, but it will allow me to mule some gear without further problems - and I'm not exactly a ballet dancer to begin with. . .

* Aragon will pack the potions in amongst his blanket and clothes in his bookbag

* Bodi will purchase 2 healing potions and secure his armor and weapons for the trek

* Snargash show up at meeting with delver's web harness over my armor robes and sharkskin cloak over that

Shayla: Aragon, if you need someone to keep a couple of those potions handy for you, I've got room on my handy belt

Aragon: Sure - if you need them we can settle up later. I just didn't want us caught without. Can we go now?

* Shayla smiles.

Shayla: Of course. Just call when you need a drink

* Snargash will buy 1 sleeping flask, 1 alch. fire and 2 healing potions

* Aragon fidgets near the door.

* Saul Vancaskerkin enters the room.

Saul Vancaskerkin: You all are still here? Its getting dark soon, shouldn't you be getting on your way?

Saul Vancaskerkin: I trust that you have come up with a good plan of attack?

Saul Vancaskerkin: Remember, its not a big deal, but the fate of the Goblin and our livelihood depends on it!

* Aragon looks expectantly at Aethel

Shayla: All I ask is nothing stupid please.

Aethel: what can we do to leverage Shayla's bow?

Aethel: Obviously she's the most effective with a good viewpoint
Aethel: Flight or levitate perhaps?
Aragon: have myself and guy lead, with Shayla close behind (sneakiest, and all can see well in the dark). Then bodi, followed by snargash and aethel
Shayla: Are we attacking the groups individually? Please say yes.
Saul Vancaskerkin: Well without knowing exactly when they are arriving, that might be hard to hit them separately. The word I heard is there should be no more than 5 or 6 going to this.
Saul Vancaskerkin: I had to pay a pretty penny for this information.
Aethel: Well, if it's a trap, you'll have to get your money back...
Shayla: If we have to do both at the same time, let's hit them before they can talk.
Saul Vancaskerkin: I think the intel is good.
Aethel: So lets get there, if it's empty, we lay in wait
Aethel: if it's not empty, we jump them.
Guy: What if we can hear some of the plans first, then hit them?
Guy: Or grab one and make him talk.
Aethel: Well, if someone feels extra sneaky
Saul Vancaskerkin: Im assuming that this meeting is a sharing of information about what each of the two groups can bring to the table next. This could be important information for us, and whether any of them make it back home or not should not change any of this.
Guy: I'm sure someone here could be sneaky enough, in the form of a bird or snake maybe?
Snargash: Any plans they make will be null and void once we hit them, at least if we do it right. Still, if we can get any other info first it would help
Snargash: If we take the shortest route are we likely to get there ahead o them?
Saul Vancaskerkin: Thats hard to say. My information didn't have as specific time. Just that it was happening under the cover of darkness tonight. I would bet they aren't meeting til midnight though.
Saul Vancaskerkin: Easier to tell the time at midnight cause they will ring some bells in town at midnight. They don't always ring the other hourly bells, but midnight always rings.
Snargash: If we can get there well enough in advance then I think we should do so and lay in wait
Saul Vancaskerkin: Sounds good.
Aragon: *grumble* I hate waiting...
* Saul Vancaskerkin looks solemnly at the group.
Bodi: best to catch them as they are not ready for us.
Snargash: You could spend the time altering the setting to our advantage
Saul Vancaskerkin: I'm not the sentimental type, but I want you lads, and lass, to be careful. I'm gonna need you all back here in the coming days.
Snargash: Say, a trap door where none used to exist. . .
---- Session End ----- Dark Paths of Riddleport #14 ---- 091312 -----

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