

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 03/24/2012

TODAY'S EPISODE: THERE'S NO PLACE LIKE HOME

Our heroes have just sailed their ships, the *Teeth of Araska* and the *Black Bunyip*, into Riddleport's harbor. They have returned from a long trip that took them out to the Azlanti Islands and back. They encountered storms, sea monsters, pirates, elves, undead, cultists, hermits, madmen, Azlanti ruins, and worse. Good men died...

Yet their return is a happy one because most of the original crew has earned in excess of 1,000gp. Many have masterwork or magic items. The crew will undoubtedly paint the town red while the officers plot their next crime. They are:

- ▲ Captain Sindawe H'kilata Narr of the *Teeth of Araska*, the fist-punchin' Mwangi monk (Chris).
- ▲ Bosun Ref "Serpent" Jorensen, the staff-bashin' ulfen druid/ranger and his snake Saluthra (Paul).
- ▲ Samaritha, the wand-blastin' serpentfolk wizard in the guise of a pretty half-elf, and now Serpent's wife!
- ▲ Hatshepsut, monk and high priestess of a lost civilization who doesn't savvy much Common and her cobra Naja.
- ▲ Captain Wogan of the *Black Bunyip*, the pistol-packin' celibate cleric of Gozreh (Patrick).
- ▲ Bosun Tommy Blacktoes, the staff-slingin' sneaky halfling rogue.
- ▲ Lavender Lil, a buxom tiefling ex-prostitute, and Tommy's girlfriend.
- ▲ With them are *Teeth of Araska* pirates:
 - ▲ Survivors from the ship's previous pirate crew
 - ▲ Ex-slaves escaped from their Chelish owner (Martino Marcellano)
 - ▲ Various other recruits, some willing, some not, including a few from the Andoran Colony.
- ▲ 20 or so pirates captured along with the *Black Bunyip*; they have signed on with the *Araska*. Their ex-captain, Morgan Baumann, languishes without thumbs in the brig.

Docking

The *Teeth of Araska* docks first. Dockside né'er-do-wells rush to gather their whores, foods on a stick, drink, and other entertainments for the new arrival. After the *Araska* is secured the *Black Bunyip* pulls alongside; it is tied off against the *Teeth of Araska*. The harbor master arrives to demand the docking fees. Serpent throws him a bag of coins just as the food vendors and harlots besiege the ship.

On board the *Bunyip*, Wogan is approached by some of her original crew: Prand (sailor), Taunya (gunner), and "Sexy Beast" Sapier (gunner). They want to sign on with the next voyage. Wogan tells them "yes" but he'll clear it with his partners.

There are other ships in the harbor including:

- The *Bloody Vengeance* captained by the infamous orc Scarbelly. He and his orc crew are pirates and slavers. Mostly slavers.
- A boxy ship called a *junk*. Its captain is an unknown but thanks to an exotic appearance and a language barrier he is already known as a violent psychopath.

The common crew aboard the two ships are eager to paint the town red. The officers reiterate: "Full pay out will be in two weeks! Those of you who stand guard will receive a small advance on your share at the end of your guard duty! Hatshepsut is in charge of the guard detail! Those of you taking shore leave tonight will receive a small advance on your share!"

Sindawe tells them, "Follow me to give thanks to Besmara. Then you can paint the town red."

Worship and Appeasement

The pirates form an unruly mob as they head into town. Vendors and whores are everywhere. Serpent carries the heavily chained, gagged, and hooded Morgan Baumann. Slasher Jim, Prand, Taunya, and Little Mike fall in around him, ready to foil any rescue attempts.

A short time later they arrive at the Fish Bowl, Riddleport's temple to Besmara. The temple is open to the air and roughly bowl shaped. It has a salt water pool stocked with violent sea creatures. Those creatures used to be reefclaws, but they escaped during a tsunami about five months ago. Rumors abound about the creatures haunting soggy cellars or running small dockside businesses. Luckily, the temple has an octopus now.

The temple priest, Reuben "Soggy Eye" Carfay, hobbles out on a good leg and a peg leg. He announces, "Are ye here to give thanks to Besmara? Then do it now and do it well! If the Pirate Queen be displeased, then ye fate be down the gullet of a sea monster!" The priest's one good eye glares at the assembled pirates, while his other eye stares into the distance and leaks something milky.

Sindawe moves slightly away from the pool and the priest. He and the officers hand each crewmen a gold coin to throw into the pool, so that they might, as their karma dictates, appease or gain favor with the Pirate Queen. Wogan spots a crewman making a second run at the coin give away; he lightly taps the man across the temple with a pistol. Everyone cheers the dazed man's audacity.

Most of the sailors immediately head into the town after throwing their coin. Some actually murmur a prayer or wait for a compatriot to finish. A wave of pirate driven depredation ripples out from the Fish Bowl. Riddleport's dark heart swallows them whole.

Serpent checks his prisoner and finds her chains slightly loosened. He tightens her bonds while the Wogan encourages the four guards to keep a sharp eye. Sindawe and Tommy Blacktoes join them. The eight pirates and their prisoner begin the long walk to Maskyr Island.

They Bring Gifts

They arrive a short time later at the Devil's Fork, which is Riddleport's military district. It contains Shore Leave prison, a gendarme barrack, and its own docks. A gendarme patrol intercepts the pirates near the docks.

They demand, "What is your business here?"

Sindawe replies, "We have a prisoner and a ship for Overlord Cromarcky."

They look at the chained and hooded prisoner. A single man is sent to find someone with more authority. A short time later a larger, better armed group of gendarmes arrive. This group escorts the pirates the rest of the way to Maskyr Island, which requires a barge.

Maskyr Island holds Riddleport's government and administrative buildings, and the Citadel. General Anton Mescher greets them when the barge lands.

He says to the prisoner, "You have interrupted the Overlord's lunch. He'll be upset with you." He chortles evilly at his own humor.

In reply, Morgan Baumann screams profanity through her hood and gag.

The general continues taunting the prisoner as the group enters the Citadel. They wait in a voluminous room. Overlord Gaston Cromarcky enters the room at a slow shamble, trailed by several aides. He looks like a caricature for evil pirate captains.

Gaston asks, "This is her?"

Sindawe nods, "Unless she's been replaced in the last 20 minutes."

Gaston pulls the hood off to reveal that Morgan Baumann has worked the gag out of place. She spits an unhealthy glob at Gaston.

The man wipes at his face, then tells her, "Keep your hands off my ships."

Her reply is, "Keep your hands off little boys!"

Gaston taunts her, "I didn't figure you would go down so easy."

She replies, "I thought the same about you!"

Unhappy with losing the verbal exchange, Gaston commands, "Take her away." He turns to Baumann's captors and says, "I think there's the matter of a reward."

Sindawe answers, "Yes. It was 20,000gp." It never hurts to try.

Gaston smiles, "It was 2,000gp. But I could make it 2500gp credit at one of my casinos. Take your pick: Dragon's Hoard, House of Nabin, or the Watercress."

Serpent quickly says, "We'll take the cash."

Gaston nods at an aide and says, "Give them their money." The aide is startled by this unknown instruction. Gaston repeats the order and the aide quickly leaves.

While they wait, Gaston asks, "Where did you find her?"

Sindawe says, "The Azlanti Islands. If you want to hear more, you'll want to come to our party in about two weeks."

Wogan asks, "What will you do with her? Execution? Torture?"

Gaston shrugs, "A bit of both probably. One has to set examples, but it is nice to have guests. We will see."

The aide returns with a bag that looks like it could hold 2000gp. Serpent greedily scoops it into his arms and hugs it tightly. The same heavily armed gendarme group escorts them

off the island, then 50 yards clear of the military district. Then the gendarmes stand and wait for the pirates to walk away.

Tommy comments, "Those guys have nice weapons. Probably well paid too. We should kill a bunch of them someday."

"Some *more* of them, you mean! Haw haw haw!" The pirates march off in a good mood.

Sindawe pays rogg each to Slasher Jim, Prand, Taunya, and Little Mike: "Good work - no one died or got cut. You're welcome to accompany us to the Gold Goblin; it is as good a place as any to spend your cash."

The Gold Goblin - A Soulless Place We Call Home

The brass plated dome of the Gold Goblin comes into view. Its eight foot tall statue of a goblin has been polished to a high sheen; the brass passes for gold at a distance. Its doors are covered with good luck symbols. Hans and Beyar guard the doors.

Hans greets them, "Welcome back! You've been away a long time. Did you strike it rich?"

Serpent's reply is to grasp the coin bag even tighter to his chest.

Wogan replies, "Yes, we were. Yes, we did."

Sindawe asks, "Is Saul at war with anyone? What gangs are we up against?"

Hans looks the other pirates over and eyes the passersby on the street, then replies, "War? Why would an honest business man like Saul be at war with anyone? He runs a legitimate business... OH! You must be referring to our 'price war'." He glances over the pirates again. Prand, Taunya, and Little Mike look confused. Slasher Jim looks bored. Satisfied with his obfuscation he throws the doors wide open, "Enter!"

The casino is opulent: Rich red curtains line the walls and form small rooms for private games. Large chandeliers provide soft illumination. A small bust of Desna, goddess of luck, adores a dais resting between the casino floor and the bar. Games of chance fill the room. In a far corner is the cashier's cage.

Hans says, "It's pretty quiet right now. The whales have cashed out and the steamers have thrown in the towel. Just folks eating lunch and staff cleaning up right now."

Wogan walks over to the cashier's cage and begins putting coins and loot on the counter. Surprised by the wealth the cashier squeaks, "Shall I convert it all to chips, sir?"

Wogan shakes his head, "No. I want it banked. Receipt me up and everything."

Serpent eyes the cage mistrustfully. The crewmen look around the quiet casino, clearly disappointed.

Sindawe takes them over to the bar and pushes money at Marzielle Ajulea, a cute yet tough looking bartender. "Give them drinks until that runs out."

Marzielle begins pouring and asks, "How's Bojask?"

Sindawe is cut off by Tommy, "He died."

Marzielle smiles, "Good."

The pirates down shots in celebration: their safe return, the dead they left behind, a profitable trip, how much they're going to drink, daylight, etc..."

Some time later Saul Vancaskerkin comes down stairs to greet them. Pleasantries are exchanged, then Sindawe says there is business to be discussed. They retire to Saul's office.

Plotting

Saul's office contains an overstuffed chair covered in wyvern hide, a large desk (rescued from a serpentfolk lair), guest chairs, an interrogation seat disguised as a lazy boy, and numerous paintings including one showing werewolves playing poker. He offers cigars to his guests.

After everyone has had a few puffs Sindawe tells Saul, "We stopped at Argavist Island on the way back. White Estrid has a large fleet of Ulfen raiders anchored there. She's going to attack Nidal at Nisroch."

Saul swallows, "Where did you get that information from?"

Sindawe replies, "We saw the fleet and banner ourselves. We have a prisoner; she told us the target. We want to leverage this information - we can cling to their coattails... or put the Chelixian navy onto them so we can raid where they're not."

Saul says, "You got to get rid of that prisoner. Estrid's probably scrying for her right now, if she hasn't already. She's a big time sorcerer with a pet linnorm dragon."

Sindawe says, "We're probably OK. The prisoner doesn't speak anything but Ulfen. And we kept her in the hold which looks like any other hold in the world."

Wogan adds, "And we killed everyone in the prisoner's patrol. They weren't expected back for a week or more, so no one should have been scrying for her immediately."

Saul gets a calculating look on his face then says, "We could set up a slave trade with the *Bloody Vengeance*. That way Estrid's revenge falls on them. Scarbelly, the *Bloody Vengeance*, and their slave trade business gets wiped out. That will hurt Boss Croat. A lot."

Serpent says, "So we just stroll over to Scarbelly and sell our prisoner?"

Saul shakes his head, "No, you have to use a cut-out. Someone who doesn't know you. I have some people who can handle it."

Sindawe says, "So we hand the prisoner over to one of these guys and we're done?"

Saul shakes his head again, "No, they'll need bodyguards. And it will take awhile."

It also turns out that Saul's "guys" don't know how to initiate the trade, don't know Scarbelly, etc...

Sindawe says, "We're better off just dumping our prisoner on their doorstep in the middle of the night and sneaking away."

Saul shakes his head, "Well, I don't actually know where their operation is. They keep moving it around after Ox attacked it."

Serpent shakes his head. Wogan says, "That's a terrible plan. We shouldn't be part of the 'deal', but your guy needs guards, guidance, and will probably have to be strong armed into it."

Saul says, "Yeah, but the payoff is big!"

Sindawe shrugs, "You don't want to talk to her?"

Saul shakes his head, "Don't want to be near her. Ever."

Sindawe says, "Sounds like we'll be killing her."

The prisoner's fate is shelved for the time being and conversation is turned to profiting from their information on White Estrid's plans. Not much comes of this conversation, except the possibility of smuggling in Nidal. Saul explains that Nidal's ruling class is paranoid, strong, and has a stranglehold on smuggling and crime in general. But it might be a different story after White Estrid's raid.

The more likely plan is to rat White Estrid out to the Chelixians, who want another dust up with her. And that would leave fewer vessels to guard Chelixian shipping.

Wogan turns the conversation to 'the players' here in town. Saul explains the status:

- Clegg Zincher is doing very well. He went mostly legit after the tsunami and his work in urban renewal has been well received.
- Saul and Boss Croat are doing well.
- Madame Pamodae, high priestess of Calistra, is treading water.
- Splitface Knocmar, the Beggar King, is barely making the rent.
- Four Eyes Rhona is a major new player.
- The Cypher Lodge mages are keeping quiet and keeping to themselves; people still blame them for the tsunami. "Some kid" is leading them.

Serpent asks, "Did you sell our goods from five or six months back."

Saul replies, "Yup. I got 21,700 gold for that stuff."

Serpent is slightly impressed; that number is higher than what he expected. The new shares are 4000gp, with Pirro getting 1,700gp (heavily penalized because he stole for his comrades).

Serpent asks Saul to sell the new haul: +1 Battle Axe, +1 Chain, +1 sadistic ranseur, boots of the winterland, trade goods (1000gp), and a masterwork greatsword.

Saul agrees to sell these items for a 10% cut. The officers decide to hold onto the twenty ancient Thassilon ranseurs, reasoning that the Magnimar market might be a better place to sell such things.

(The GM declares that after two weeks Saul gets 15,000gp for the latest loot. Paul says that's 9 shares: 2 for captain, 3 for the two officers, and 4 for the surviving crewmen).

Wogan, Sindawe, Serpent, and Tommy leave Saul to plot in his office and return to the bar.

Sindawe asks Marzielle, "Can you organize a large party for me?"

Marzielle replies, "Like what?"

Sindawe explains, "Two weeks from now I want to have a large party on board the *Araska*. 50-60 friends and crew. I want food, drinks, and entertainments like women, boys, fire eaters, tattoo artists, and what not."

Wogan interjects, "Fire eaters? On board our ship?"

Sindawe, "Uh, yeah. Good point. Not fire eaters... what the logical leap from there? Sword swallows?!?"

Marzielle says, "Acrobats. Dancers. Yeah, I can run that party. What's the budget?"

Sindawe says, "1000gp enough? There might be VIPs too. Cormarcky might show."

Marzielle replies, "I was thinking about that much."

Sindawe nods, "Let me know if you need more." He hands over the cash.

Back to the Ship

The officers return to find their ships still safely docked. Hatshepsut is forcing a pirate to do calisthenics for some minor infraction. A clearly upset Lil greets the officers as they board.

Sindawe asks, "Is something wrong?"

Lil replies, "I can't stand staying on the ship when there's a city full of life just yards away. I want to live! But Clegg Zincher is still after me."

Wogan says, "And don't forget Madame Pamodae! She's after you too."

Lil shakes her head, "Actually, she's after you guys not me." She calms noticeably upon seeing Tommy. She throws her arms wide to Tommy declaring, "Mommy needs her little man!" Tommy tunnels into her bountiful breasts.

Wogan and Sindawe both throw up just a little bit in their mouths.

Kahina informs Serpent, "Your wife's be looking for you. She's been re-arranging the cabin and driving us nuts. I think she's nesting."

Serpent decides that his wife is literally nesting, since she's a serpentfolk. He turns to Sindawe and Wogan, declaring, "You guys hear that! My pregnant wife, who I knocked up, is nesting. I'm betting she's using scrolls, so that our kid turns out really smart. That's going to be one smart kid between her smarts, my smarts, and the scrolls."

Kahina nods and backs away.

Wogan tells Serpent, "I'm pretty sure you weren't wearing that *crown of intellect* when you get Samaritha pregnant. You used your dumb sperm!"

Serpent enters his cabin to find it in disarray. There are scrolls and cases everywhere, yet no 'scroll' nest. The Ulfen pirate is disappointed, but unable to articulate why. Samaritha looks up from her desk and writing materials.

Serpent asks, "What are you going to do?"

Samaritha impatiently replies, "Well, I've been making scrolls."

Serpent nods, "What for?"

Clearly upset by the question Samaritha waves her ink stained hands about and her voice rises several octaves, "We're going to need them for the baby. Every possible contingency must be covered. Anything could happen."

Serpent decides to change tack, "I thought you were going to make a nest. Out of scrolls. Shouldn't we make a nest?"

Samaritha's voice is edged with panic as she demands, "Do we need a nest? I don't have a scroll for that! Well? What do you think?"

Serpent shrugs, "Uhhmm... well, we should research how to raise it so it isn't demented or evil."

Samaritha begins to tear up, "Don't say that! Our baby will be wonderful!" Then she remembers something else, "And you need to recover the egg we recovered from Viper Wall. I left it in that secret location with warming stones."

Serpent nods, "OK. We'll recover it tomorrow. Do you want me to bring you something to eat?"

Samaritha nods and thinks. She finally says, "Something succulent. Fat mice."

That night Serpent sneaks out to find his friends. "Let's go drinking. And tomorrow we can buy all that stuff we wanted. And then you can help me recover the serpentfolk egg Samaritha hid in the sewers." Everyone agrees, no one questions the plan. Drinking and trips to the sewers are part of their everyday life.

Drinking Montage

The four officers walk to the *Vile Fish*, the bar closest to the main docks. It is also co-owned by one of their crew, Big Mike, who is present and already drunk. He greets his officers heartily, "Woot!"

Already bored, Tommy turns to Wogan and says, "I can drink you under a table!"

Wogan retorts, "Yeah? Well bring it on!"

The pair down shot after shot. It has indeed been brought on. Several bars later, the pair are slowing down. Several bars after that Tommy Blacktoes becomes violently ill, then falls unconscious. Wogan wins.

Serpent throws Tommy over his shoulder while declaring, "No man left behind!"

The four officers are passing Zincher's arena when they cross paths with Gareb and Mace, *Araska* crewmen. The pair are shuffling drunkenly out of the arena clutching papers.

Gareb declares, "Woot! I'm going to fight a fish-man!"

Mace holds his own sheet aloft and also declares, "Me too! Woot! We will be rich!"

Wogan and Serpent read Mace's then Gareb's papers. Both have signed up to fight fish-men 3 days hence in Zincher's arena. The sheets have crudely drawn images of fish-men, including one that looks like Meat Loaf.

Serpent tells them, "We'll be there to see you fight."

Wogan whispers, "Or die."

"Woot!" reply the drunken crewmen.

Mace tells the officers, "We're off to celebrate at the Silken Veil!" He points using his newly regenerated thumbs.

Sindawe says, "The same Silken Veil owned by Madame Pamodae? The lady who wants us dead?"

Gareb replies, "Uhm... no. He means the other place. The place with the librarians!"

Intrigued, the officers follow. All of five are disappointed to find that the 'librarian' place has closed. The brothel was located near the Cypher Lodge and featured bespectacled, educated women trained in the art of conversation.

The drinking ends at the Gold Goblin. Serpent, Sindawe, and Wogan drink and drink and drink. The sleeping Tommy is tucked into a shelf on the bar. Serpent 'finds' an unused section of floor to stretch out upon; he doesn't get back up. Curtains are drawn around him. Sindawe has

trouble focusing... and standing... and sitting... Wogan remains untouched because his veins thrive on rum.

The Next Morning

The officers return to their ship the next morning. Eye-gouging sunlight threatens their vision. Wogan and Tommy cross over to the *Black Bunyip*, then descend the steps to their cabins. Suddenly Tommy throws up a hand and whispers, "Quiet. Sneaky Pete."

Wogan halts and listens. He slips a pistol from his belt as Tommy creeps forward and disappears into the cabin he shares with Lil. Moments later a feminine squeal is quickly muffled. Then obscene, intimate noises commence. Wogan rolls his eyes, eases the pistol back into his belt, and finds the way to his cabin.

Sindawe finds Sevgi and Kahina dragging the unconscious, ex-eunuch Bel aboard.

Slightly sobered from walking he tells them, "I need you two to buy me some dresses."

Kahina smiles at her captain and says, "Going to try a walk on the wild side?"

Sindawe shakes his head, "Not for me. I need you to buy several for Mythra and one for Hatshepsut. Take Bel with you when he comes to... he can help you figure out Mythra's size."

The two women seem amused by the assignment. Sevegi gets into the spirit of the situation and asks, "You want dresses for the dog lady?"

Sindawe replies, "Uh... she's a werewolf druid, not a dog lady. And she's not a wolf all of the time. Just buy the dresses. Get yourselves a dress apiece too. Make sure they're all nice... fashionable?!?" Sindawe spots Natulcien on deck. He says, "Take her with you. Get her a dress too."

Kahina glances unkindly at Natulcien, "We can find the elf whore something crotchless."

Sindawe shakes his head. Are not all dresses 'crotchless'? He descends to his cabin as Kahina and Sevgi turn their attention to waking Bel.

Shopping Trip

Later that day, Sindawe, Wogan, Tommy Blacktoes, Serpent, and Samaritha go into town in search of magic items and other valuables. They buy:

- Sindawe: Many potions.
- Serpent: mithril masterwork dagger, +3 battle axe that sheds light, and a +1 composite long bow (Str +5). He also purchases a scroll of invisibility and scroll of shelter for Samaritha.
- Wogan: Protection from Fire.

Still needing a few more items the group decides to try the Cypher Lodge. They find the building locked up tight, its exterior covered with obscene graffiti. The pirates try knocking politely which evokes no response. Then they try some serious pounding and shouting. Again nothing. Eventually they are let in after Samaritha shouts her credentials (she is member of the Cypher Lodge) through the door.

Elril the doorman demands, "Are you here to kill the rest of us now?"

Serpent answers, "No."

Wogan points out, "We saved your members and organization several times."

Sindawe asks, "Who's in charge these days?"

Elril replies, "Eli's in charge now."

The pirates exchange glances. A thirteen year old Cyphermage, supposedly a prodigy, is in charge?!? The organization has been gutted.

Several hallways and stair cases later, the pirates follow Elril into a room with overstuffed chairs, book cases, and other hallmarks of wealth and taste. Eli is indeed there to greet them. They make small talk for awhile.

Samaritha asks about the graffiti.

Eli replies, "We have returned to our mission of learning. The locals haven't forgotten and they don't believe we are harmless."

Sindawe says, "We can visit those folks for you. Do you have any names? Organizations?"

Eli shakes his head, "That won't be necessary."

The conversation switches to magic items. It turns out the organization has been gutted; the Cypher Lodge mages cannot manufacture items beyond CL6.

Wogan has his breastplate and buckler's pluses upped by one each. Sindawe gets a short list of wizards in Magnimar capable of putting Transformative on his +1 ghost touch, shocking spear.

The next stop is for Wogan at Kolter's Powder Shop. The proprietor is an almost deaf gnome named Kolter. Wogan asks for bullets and explosives. The gnome shows him a large array of expensive mines and grenades. Then Coulter demonstrates an experimental hand grenade by throwing it toward the far end of the shop where there are slightly fewer customers and explosives. The shoppers are sprayed lightly with shrapnel.

Wogan buys some non-experimental hand grenades, then inquires about ship cannon quantities of gun powder. The gnomes indicate, "I have plenty of gun powder."

Wogan hands over a list, "Here's what we need. I'll send some people around in the next few weeks for pick-up."

Too Good to Be True

The officers and Samaritha are walking through a Riddleport slum on their way back to their ship. Several of them hear, "Hey! Over here!" whispered from a nearby alley.

They pull weapons before investigating cautiously. The whisperers are Lefty and Dum-Dum, two members of the *Teeth of Araska* crew. Both men are naked, slightly bruised, and appear to be drugged. They have been hiding in the alley for several hours.

Lefty explains, "We met some guys while drinking. They had a business proposition, but couldn't talk about it with everyone around. So, we went to their apartment. Everything still seemed on the up and up; the business deal sounded pretty rock solid. We had drinks to celebrate. Dum-Dum and I woke up in this alley. I think they drugged us. They got everything we had on us."

Wogan reminds Lefty, "This place is a hive of scum and villainy. Don't trust anyone."

Lefty protests, "But they seemed honest. And the deal sounded good. They knew gendarmes who would sell us seized goods cheap."

Wogan says, "Look, I invested in the Gold Goblin and haven't seen a dime. But that was a good deal because they didn't rob me and leave me naked in an alley."

Sindawe hands the naked men several large sacks and his sail repair kit. He orders them, "Make yourselves some tunics. We'll wait for you on the street."

A short time later the two pirates emerge for the alley wearing poorly made tunics. Dum-Dum immediately heads back to the ship. Lefty, perhaps more addled from the drugging, sticks around.

Sindawe asks, "Do you remember where their apartment is?"

Lefty nods, "I think so."

Eventually, he leads them to an apartment no different than those surrounding it. It is poorly maintained with bits of garbage and human waste lying about.

Lefty says, "I think this is it. 3rd floor." But Lefty's memory fails him on the third floor. The pirates stare at a trash strewn hall with many apartments. Left indicates, "Maybe three or five. Maybe."

Sindawe says, "Wogan and I will take three. Serpent and Tommy take five. Go on the count of three. Ready? One, two, three. Go."

Apartment 3 proves to be unlocked. Sindawe and Wogan enter the single room apartment where several people bundled in rags sleep. Sindawe grabs one and drags him into the hall, where Lefty verifies, "No, that's some guy I don't know". Wogan searches the room and finds lots of drug paraphernalia. The second sleeper never stirs.

Serpent and Tommy find a two room apartment with no one home. There is a bill of sale on the table signed by Lefty and Dum-Dum.

The disappointed pirates return to their ship. Along the way someone suggests to Lefty, "You can always go back there later with some friends."

Let's Go Get That Egg - But First...

Lefty, still addled from Indigo Dreams, is sent to bed.

Wogan borrows a +1 breastplate from Stoke the gunner until the Cypher Lodge mages finish his own armor. In return Stoke demands a few extra days of shore leave so he can entertain his wife, Tegan. Tegan protests her husband's use of air quotes around the word "entertain".

Sevgi, Kahina, Bel, and Natulcien have returned from dress shopping with many packages; Bel and Natulcien are carrying everything. Natulcien appears close to tears and keeps staring daggers at Kahina. Sevgi hands over the items requested by Sindawe, along with receipts for the additional items (shoes and hats). The total bill is 200gp.

Sevgi explains, "You can't have a dress with shoes. And a hat. And gloves. Your girlfriends will like it."

Kahina makes several rude comments about Natulcien's whorish behavior to which Wogan dryly comments, "I think she doesn't like elves."

Sindawe talks to Natulcien about her future and is unsurprised to find that she wants to go home. And never see Sindawe, his crew, or the ship again. He offers to drop her off at a likely settlement during the *Teeth of Araska's* next foray. Natulcien asks for money to buy a ticket home. Sindawe is surprised to find that there are honest business types who run freight and passengers back and forth between Riddleport and other destinations along the Varisian coast. He agrees to give her the ticket money but warns her, "You'll have to find the ship and figure out the cost. Don't get kidnapped or killed in the meantime."

Cliff-Hanger

Sindawe, Serpent, Wogan, and Tommy depart the ship to retrieve a Serpentfolk egg from its hiding place in the Riddleport sewers.

Lefty and several other pirates depart to lie in wait in the slum apartment.

Mace and Gareb practice with tridents on deck in preparation for their big fight in three nights.

Current Crew Breakdown

- 4 - PCs: Wogan, Serpent, Sindawe, Tommy Blacktoes
- 3 - Their NPCs: Lavender Lil, Samaritha, Hatshepsut
- 9 - Original TOA crew: Mace Venjum, Stoke, Orgon, Dum-dum, Tanned Hank, Big Mike, Little Mike, Gareb, Slasher Jim
 - Their Dead: Mano, Goat
- 6 - Ex-slaves: Ori, Bel, Pirro, Sevgi, Kahina, Karomander
 - Their Dead: Olhas
- 1 - New Recruits, Riddleport: Delmer
 - Their Dead: Del, Speg, Rolf, Bojask
- 5 (4 w/o Tegan) - Recruited during voyage: Olgvik, JJ, Lefty, Claxton, Tegan
 - Their Dead: n/a
- 2 - Prisoners: Natulcien, Anga
 - Their Dead: Nariel, Daphne

- 16 - Black Bunyip crew: Samuel - gunner, Billy Breadbasket - cook, Ralf, Valentine, Feissian Hareskinner, Volbert - gunner, Taunya (f) - gunner, Dario, Zita (f), Clubbreaker Cordell, Gaestel, Tiberiu, Nimborn - gunner, Hovax Littlehands, "Sexy Beast" Sapier - gunner, Prand
 - Their Dead: Jospes Foxkiller, Peg-Leg Pete - bosun, Vedui - unrated, Gwyllt (f) - unrated