

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY II/06/2011

TODAY'S EPISODE: THE FISHWIFE'S LAMENT

It is mid-way thru the morning watch (4:00-8:00am) aboard the pirate vessel, *Teeth of Araska*, which lays pierside in Riddleport harbor. The crew is busy making ready to sail for the Azlanti islands. Sindawe and Wogan pore over maps and work with their newly acquired navigation tools (astrolabe, compass, and sextant), while sipping steaming cups of kahve prepared by the ship's cook, Ori. Serpent, Samaritha, and Hatshepsut are busy installing a startling array of furnishings in Serpent's quarters... or rather Serpent and Samaritha's quarters.

Their mission: collect the 2000 gold piece bounty on the *Black Bunyip*, a pirate vessel captained by Morgan Baumann. Overlord Gaston Cromarcky set the bounty with the terms: execute said captain and return the vessel to the Overlord.

They set sail fortified with a 25 on the navigation roll. Our heroes are:

- Captain **Sindawe H'kilata Narr**, the fist-punchin' Mwangi monk (Chris)
- First Mate **Ref "Serpent" Jorensen**, the staff-bashin' Ulfen druid/ranger and his snake Saluthra (Paul)
- Gunnery Mate **Wogan**, the pistol-packin' celibate cleric of Gozreh (Patrick)
- Bosun **Tommy Blacktoes**, the staff-slingin' sneaky halfling rogue (back on *The Teeth of Araska of Araska*, ensuring the loyal and professionalism of our crew)
- **Hatshepsut**, monk and high priestess of a lost civilization who doesn't savvy much Common and her cobra Naja (NPC)
- **Samaritha**, the wand-blastin' serpentfolk wizard in the guise of a pretty half-elf (NPC).
- **Lavender Lil**, a buxom, tiefling prostitute and Tommy's girlfriend (NPC).
- The rest of the crew:
 - Survivors from the ship's previous pirate crew (NPCs)
 - Ex-slaves escaped from their Chelish owner (NPCs)
 - **Mace Venjum**, former Chelish captain, former prisoner, thumbless, and forcibly recruited pirate
- The new hires:
 - **Del**, merchantman sailor, released from Riddleport's Shoreleave prison (NPC).
 - **Speg**, a peg-legged, though speedy climber, sailor (NPC)
 - **Rolf**, a big guy with lots of scars escaping a shady past in Riddleport (NPC).
 - **Delmer**, a slow talking man with an impressive knowledge of knots (NPC).
 - **Bojask**, male, human ranger and the sole shanghaied crew member. 8 hours

earlier he was the floor manager and animal wrangler for the Gold Goblin casino.

TO SEA! BUT THEN WHAT?

Wogan, Serpent, and Sindawe discuss the route we should take. Approaching the Azlanti islands directly by heading due west from Riddleport assures failure because the winds and currents do not favor it and the lack of landmarks make it easy to get lost. They settle on the traditional clockwise route: head south hugging the Avistani coast, then turn west out to sea and follow the trade winds into the Azlanti islands.

The return trip from the islands to Riddleport is by sailing north then back east along with the returning westerly winds and correcting north or south once they hit the mainland coast. The return leg offers the advantage of passing thru the island chain containing the Arm Ripper Temple, which has many valued features: goblins, a dungeon maze, traps, rust monsters, smelly rooms, and a temple capable of restoring lost limbs, organs, etc... Several crew members would benefit from such a thing.

In all the voyage will take two months, excluding ports of call, pirating actions and dodging the Chelioxian navy.

DAY 1 - KAHINA ALMOST GETS WASHED OVERBOARD... FOR THE 3RD TIME!

The *Teeth of Araska* is a Abednego tricorne model ship, which shows its seaworthiness during a storm in which Kahina is almost washed overboard. The crew spends most of the day and all of the night keeping the ship moving and above the waves.

DAY 2 - COLD WEATHER AND CLOTHES

The storm continues, though its fury is slightly diminished. During a lull Captain Sindawe goes to the brig to see the shanghaied Bojask. He is disappointed to see that Bojask is not sealed in the pickled eel barrel within which he was smuggled out of Gold Goblin and down to the docks. He briefly fantasizes about punishing the crewmen responsible for the de-barreling, but decides that crewmen with personal initiative are better than crewmen who observe the letter of their orders ("But you didn't tell us to feed the prisoner!").

Sindawe says, "Welcome aboard. You are here to pay a debt by becoming a sailor on my ship."

Bojask replies, "Saul (our mutual boss) won't be happy about this."

Sindawe smiles, "He's far away now and could probably care less. Serve on my ship, follow the rules, fight, sail, and you'll be home in no time with a share of the loot."

Bojask listens to the storm, grimaces, and replies, "I'm happy in the brig."

The weather continues to be horrible and cold (it is winter after all). Stoke, Ori, and Rolf

get sea sick. The crew dons sealskin cold weather clothing, while Wogan strolls about in shorts and a parrot shirt thanks to an Endure Elements spell. The ship narrowly misses a massive, submerged marine life-form; everyone is happy to see the dark shape take no interest in the ship.

Wogan decides to donate his cold weather clothing to Lavender Lil, because she is always underdressed; that poor woman must be freezing. A short time later he is knocking at Tommy/Lavender's cabin door.

Lil answers the door in a negligee, "Yes?"

Wogan, "You'll need these for the cold weather."

Lil diplomatically receives said clothing between a pinched finger and thumb. She replies, "Thank you." She tosses the garments back into her cabin, then leans against the door frame, arches her back, and begins slowly tracing her own body. "Tommy has been really busy since we set sail. Too busy for me. Is there something fun to do? On board?"

Wogan, eyes widening to the seduction, somewhere between lust and panic, replies, "I drink."

Lil, "Oh! I love drinking. Do we have something good on board?"

Wogan, "Yup." Then kicks himself mentally... why didn't he say, "No! Pirate vessels never have alcohol!" He is celibate in order to dedicate all of his energy to Gozreh. And he's pretty sure heavy drinking with a horny, lonely, very, very, very hot woman is going to tempt him into breaking his vow of celibacy. Plus, worshipers of Calistra's lust aspect probably consider it a coup to break such vows. And prostitutes are well known for their ability to swill alcohol.

Wogan turns and begins limping away quickly. Over his shoulder he shouts, "Well, maybe not. Yeah, there's not much booze on board. I got to go. Stuff to do." Her gentle laughter fuels his speed. Wogan emerges on deck muttering, "I need a cold ocean wave. Right now. Really cold."

DAY 3 - SERPENT AND THE SERPENT!

The weather is only cold and foggy today. But the lack of truly terrible weather is balanced out by a terrifying encounter! A sea serpent pokes its head over the rail and onto the deck looking for a snack. Little Mike narrowly misses getting gulped thanks to a shouted warning from Sindawe. The crew indulges in a brief amount of panic and backing away while the serpent swings its head about snapping rigging with ridiculous ease. Sindawe winces and begins calculating who best to sacrifice to the beast.

Luckily, the crew includes a druid/ranger Ulfen. And this Ulfen is renowned for his spiritual connection to snakes and serpents! Plus he has a snake tattoo and serpentfolk girlfriend! Serpent uses his Wild Empathy to calm the beast, then he uses his Snake Totem transformation to allow him to talk with the serpent.

Serpent asks it, "Why are you plaguing this vessel?"

The serpent replies, "I hunger and floating logs offer warm tasties!"

The rest of the crew does not understand the conversation but decides to wait and see what happens (at a safe distance).

Serpent tells the sea monster, "You can find tasties elsewhere. This log is mine. Go in peace." The serpent leaves to find a meal elsewhere.

This is the first time the crew has seen Serpent transform. Most give him a wide berth for the rest of the day. Sindawe orders repairs; Tommy hurries said repairs with his whip.

DAY 4 - ISLANDERS WITH NO MAGIC AND NO VALUABLES

The wind calms just after midnight . Wogan, whose cabin is directly above Tommy and Lavender's, gets no sleep thanks to their loud, alcohol fueled role-playing: "I'm going to plunder your booty! Oh no! Not my boot-tae! Arrr! <giggle, snort, tickle>"). Wogan regrets having told Lavender the location of the ship's rum stores. And letting her select a few bottles. He decides to memorize the Silence spell in future; his sanity demands it.

The fair weather and light wind continue into the day. Serpent uses his wind magics to enhance the ship's movement for four hours. About mid-morning the ship encounters a large, deep water fishing boat. Captain Sindawe and Wogan decide to buy their morning's catch after checking with Ori the cook, who swears he can make seafood meals that the crew will eat.

Sindawe spots an island in the distance. "Anything on that island?"

One of the fishermen replies, "Yes. Our village!"

Sindawe continues, "Do you have any trade goods useful for a long sea voyage?"

The same fisherman, "Yes. Many, many!"

Wogan, "I'm pretty sure he's lying."

Sindawe, "I agree. But we might be wrong. And if there is nothing we can burn the village down or turn the crew loose on it."

The ship arrives at the village, which is depressingly Scottish in design, but even poorer and more desolate looking. Several boats row out to sell goods to the ship. They have fish, more fish, and frighteningly ugly women.

Serpent speculates, "I bet those women look good after a long sea voyage."

Wogan adds, "A very long voyage."

Unwilling to admit defeat Sindawe shouts down to ugly flesh peddler, "Does your village have a hag, hermit or other arcane type willing to sell us magic?"

Without hesitation the pimp shouts back, "Yes!"

Wogan, "I don't think these guys understand Common. They keep saying, "Yes!" and "You buy now!"

A boat is launched. A half dozen crewmen row. Serpent regales the other officers with stories of the infamous pimp, Dan, and his stable of toothless "wives". A short time later the

officers are on the beach and taken to the village witch. She is completely willing to sell them worthless trinkets.

Serpent, "These aren't magic! And that thing is just a fish head on a seaweed necklace."

Sindawe stomps off in search of someone valuable. A carpenter? No such thing in this village. Military age males? Nope. Pretty women? No again.

Serpent offers, "Want to bet that pirate ships out of Riddleport stole everything and everyone worthwhile years ago?"

Sindawe in a defeated tone, "I don't even want to burn the place down now."

The officers return to their ship. The locals, looking properly Scottish (i.e. poor, cold, wet, and toothless) wave merrily.

DAY 5 - STORM!!!

A sustained storm hits the *Teeth of Araska!* It is a relatively warm storm, emerging from the south, with the strength of Leela Turanga's bra on a super high gravity planet. The storm requires 12 control rolls of the ship to overcome. The first control roll of 23 nets the PCs a jammed rudder. Serpent shifts to serpent form and drops overboard; the crew is upset by this transformation. He finds a piece of driftwood in the rudder, which he eventually rips it free and then climbs back up the side of the hull. Thanks to this effort the other rolls are only at difficulty 25, which are handily passed in the sense that the ship does not sink. On the other hand, the crew is exhausted by the end.

DAY 6 - PROTESTANT WORK ETHIC

The ship is becalmed the entire day despite even a four hour stretch where Serpent's wind magic supplies a moderate wind. Sindawe hates sloth and begins organizing a melee:

- The Prize: 10gp for the winning team's captain and a rum ration for the team. Lavender Lil ups the prize by offering the winners a look at her bare chest. Sindawe fearing such a viewing will turn to riot/rape, changes that offer to "just the team captain".
- Team Captains: roughly a dozen crew volunteer to be captains. "Dicing" is used to select the two captains - Delmer and Tanned Hank win.
- The teams: The two captains take turns selecting their teammates. Any crewmen is allowed to volunteer, except for the ship's officers who will referee. Tanned Hank's team is mostly the original crew, while Delmer's is mostly the ex-slaves.
- The Rules: Fists, kicks, biting, and belaying pins only. No killing, no crippling. The last team standing wins. Participants are "out" if they get knocked unconscious or decide that they have had enough.

The GM breaks out his "mass combat" rules. Approximately ten minutes later the dice rolls

have reduced the twenty combatants (two teams of ten) down to one team with four members standing: Ori, Sevgi, Olhas, and Delmer. Wogan revives the bruised and battered with a healing burst, while Serpent applies a Lesser Restoration to the one broken bone. The winning team enjoys their rum while razing the losers. Lil takes Delmer below decks for his other prize; he emerges shortly after much happier.

After a short respite, the officers use the remaining day light for cannon practice under Wogan, sails and rigging practice (up, down, stow them, break them out), and repairs.

BABY TALK

That evening Serpent broaches the subject of children with Samaritha, leading off with a diplomacy roll of 9: "My friends were talking about children the other day. Do you like kids?"

Samaritha smiles, "Of course. Children are a joy."

Serpent, "We should have one then. Or many!"

Samaritha becomes very serious. "My people are no longer able to reproduce thanks to a number of bad decisions in our history. We have tried to reproduce since then, but without success. Even magics and forbidden rituals have failed."

Serpent replies, "Well, we could just try a lot...there are other methods..."

Samaritha cuts him off, "There is the serpentfolk egg that I brought back with us from Viperwall. It is in stasis, but is still alive. We could hatch it and raise it as our own."

Serpent, somewhat surprised, "I had thought of that too. I suppose a fortune teller might determine for us if that would work. Or even turn out well... What if the egg produces a degenerate serpentfolk? Like those we found haunting Viperwall. Wogan could do an augury for us. Do you want to try that?"

Samaritha says, "I trust Wogan." She is skittish about soliciting other diviners, as they might take umbrage at the reemergence of serpentfolk in Golarion.

They discuss the pros and cons of such a desperate venture. And even if the birth were successful they would still suffer bigotry: serpentfolk are considered supervillians/monsters by the world at large. Serpent fails to note, thanks to a failed Sense Motive roll, a brief period of careful, non-animated thought on Samaritha's otherwise expressive face. (at least one other PC believes Samaritha was communing with the "others" for her decision). Then she blurts out, "Oh Serpent! I know it will all turn out well! Let's have a baby!"

DAY 7 - FISH WIFE! SEXY FISH WIFE? NOPE!

Hatshepsut spots a ship from her station in the crow's nest. It is a cog, which is basically a big bowl of a vessel designed for maximized cargo hauling. Captain Sindawe calls for battle stations and turns to meet the cog. It turns out to be old, weather damaged, and sitting low in the water. The cog's deck is in poor repair and there is no crew to be seen. Then a woman

emerges from below with a fish head mask and a long white lace dress with "fins" for sleeves.

Serpent remembers the legend of the Fish Wife who sails the ocean looking for attractive husbands. She marries them and then eats them. Or sexes them to death beneath the waves. He relates these stories to the nearby crewmen using suggestive hand gestures.

Wogan broaches the question, "Should we plug our ears from her seductive cries?" Right about then, the Fish Wife points at Pirro and a flight of harpies bursts forth from the cog's hold. The *Teeth of Araska* crew prepares for the worst.

Pirro starts walking toward the Fish Wife despite the long distance between the vessels. Sindawe orders Sevgi and Delmer to fetch bee's wax candles for "ear pluggin"; they take off. Wogan successfully shoots an oncoming harpy with his musket.

Then two-thirds of the crew fall victim to the harpies' song, including Serpent and Hatshepsut. Wogan undoes some of the damage by casting Silence on the aft of the ship, which frees Serpent and Sevgi while also protecting the four pirates manning the swivel guns. Then another wave of harpy songs washes over and entrances almost all of the crew outside the Silence, including the second set of pirates sent for bee's wax candles.

One harpy does a flyby attack on Wogan while the other three attempt to carry Pirro off. Sindawe beats on one of them. The two gun crews shoot, hitting a harpy. Samaritha hits another with a Scorching Ray. The Fish Wife simply stares at us with her googly eyes.

Lavender Lil comes up from below and strikes a pose up on the poop deck, calling out, "Hey boys! I'm so much hotter than these pigeons!" (This counts as a counter-song; it turns out she's a sixth level bard!). Beguiled crew return to their senses. Sindawe drops a sail on the two harpies attempting escape with Pirro, dropping them to the deck. Wogan casts Blindness on the Fish Wife, who begins making the universal "I have been struck blind" gestures. Serpent fully breaks free of the harpy songs, rushes forward and bashes the sail trapped harpies with his staff. They break free and slash ineffectually at him. Another harpy tears out coils of Little Mike's guts; he screams silently within Wogan's Silence spell. The fourth harpy attempts to knock Sindawe overboard but he dodges out of the way. The pirates manning the swivel guns pull out personal weapons and attack the harpy besetting Little Mike.

The Fish Wife staggers below deck. Sindawe drops a harpy with his flurry of blows (the first kill!). Wogan blows a huge hole in another harpy. Serpent flies into a rage and shatters a harpy's neck, dropping her. The harpy fighting the gun crews bites Orgon before they drop her in a frenzy of rapiers, daggers, and belaying pins. The last harpy returns to the Fish Wife's ship to perch in the rigging but is driven below by Samaritha's magic missiles.

The Fish Wife's ship begins to move away using neither wind or current. Sindawe orders the crew to give chase. Wogan rushes below with his best gunners to crew the cannon. Serpent and Sindawe begin kicking the remaining crew into manning stations for a chase. Lavender Lil is assigned to raise the colors, which is a skull chewing through a chain on a field of black.

NAVAL CHASE AND COMBAT

The Fish Wife moves out a "light wind" speed, even though it's clearly not using the wind to maneuver, while The *Teeth of Araska* gets a "medium wind" thanks to Serpent's wind magics.

Step 1: Gaining the Weather Gage - The *Teeth of Araska* handily wins the challenge with a 35 on the sailing check, which nets the crew a +2 on all speed and maneuver checks and automatically gains the initiative.

Step 2: Speed check - Ships can gain a range increment per round by beating the other ship's check by 5. The *Teeth of Araska* beats the check and keeps the range at short. Captain Sindawe and Wogan decide against clever maneuvers at this stage because the cannon still aren't loaded.

Round 2: Two knots and another speed check. The *Teeth of Araska* closes to "close" range and opts to take the lead.

Round 3: Three knots each. The Fish Wife heads into the wind to diminish *The Teeth of Araska's* ability to chase.

Round 4: Four knots each. The distance remains at close and *The Teeth of Araska* is maneuvered for a broadside. The Fish Wife's Spellcraft check she's using to maneuver fails to defeat this gambit and is hit with two of the three cannon blasts. 29 and 28 of points of damage are delivered respectively, giving the Fish Wife a cumulative -4 to its sea checks.

Round 5: Distance grows to medium as the Fish Wife turns 90 degrees!

Round 6: Back to close.

Round 7: The Fish Wife steals the weather gage and the distance goes to short.

Round 8: The Fish Wife fails to "steal the wind". The *Teeth of Araska* continues the chase.

Round 9: Speed checks drop the range to close and the *Teeth of Araska* steals the weather gage back.

Round 10: The *Teeth of Araska* keeps the distance at close and maneuvers for a broadside. Wogan screams in rage as again only two of the three guns hits (The Fish Wife has AC 2!). 21 and 35 damage are delivered with one shot destroying a hull section. The Fish Wife is at another -4 for this damage and begins to sink.

The *Teeth of Araska* closes, grapples, and its screaming crew rushes across using boarding planks and rigging lines. The remaining harpy is pinned to a mast; it screams and song fail to penetrate bee's wax sealed ears. The Fish Wife is not to be found; surely she escaped through the hole in the hull.

Loot is found. A short time later Serpent, acting as the ship's quartermaster, has searched his crew for "lost bits of loot", then settles to sorting it and figuring its value: a high quality wedding suit for a groom, repeating heavy crossbow, a Feather Token (Fan), elixir of Swimming, a

potion of Hide From Animals, a dire flail of poor quality, a long bow, and padded armor, coins and gems. Total value is 1350gp.

Serpent announces, "Crew can purchase these items now. The coins replace that item in the pile." Tommy buys the dire flail. Wogan buys the Feather Token. Gareb and Big Mike volunteer to take on the long bow for the ship's benefit, so an archery contest takes place to see who the best man is for the job. Gareb wins.

They drop anchor and the ship's crew gets drunk and makes merry, while watching the Fish Wife's cog slowly sink. Sindawe, Serpent, and Wogan split up the overnight watch to help guard against a nocturnal Fish Wife attack. Lil, Sevgi, and Kahina dance at various levels of eroticness.

Serpent worries about partying with Samaritha because Ulfen men only party with whores then go home to their wives for lots of stoic home life. Wogan suggests that he treat Samaritha as a salt wife and land wife all rolled into one. Samaritha for her part is unsure how to enjoy the party and ignore the leering males in the crew.

Sindawe lures Hatshepsut into a few dances and some drinking, but her priest-warrior upbringing has not prepared her for carousing, nor does she seem very interested in learning. Even after having known her for these many months and sharing his cabin with her, she remains an enigma. He cannot read her 'moods', which are clearly not random but do dictate what level of familiarity she will tolerate at any given time. His only victory to date in this area, "She hates PDA's!"

That night Wogan again finds sleep difficult as he overhears how Tommy and Lavender Lil put the dire flail to work. He engages in truly heroic drinking in order to achieve sleep.

The Fish Wife does not attack that night.

DAY 8 - CALM WEATHER

The ship arrives at Sandpoint and docks in the harbor. It is a small town of 1200 with a large cathedral, seven places to drink and a brothel called the Pixies' Kitten. Sindawe is puzzled by that name until Wogan whispers an explanation in his ear. ("Oh ho!"). The Rusty Dragon is well known as an excellent place for adventurers to eat, drink and talk shop ("And that's why you wear pants when fighting a roper!").

The fair weather encourages Captain Sindawe to order Tanned Hank, the ship's carpenter, to complete repairs and start on the mantlet project (movable, mountable wall sections to protect crew on deck from direct missile fire). Wogan inquires about a new name plate and prow figure to disguise the infamous ship. Tanned Hank points to the shipyard and says, "That place will make the work go faster." Sindawe and Wogan agree and begin counting out coins.

Hatshepsut, Samaritha, and Lavender are offered a chance to sign the ship's charter and become official crew. The advantages: Shares of loot, plus being crew offers more rights than being a civilian. The disadvantages: pirates are usually hanged if they get caught. Hatshepsut

defers to Samaritha who decides not to sign, while Lavender Lil signs immediately.

The ship's officers decide that shore leave will be granted to four crewmen at a time for 6 hour stretches. The crew hoots appreciatively at the news: "Shore Leave! Shore Leave! Shore Leave!"

Serpent, acting as quartermaster, sells the Fish Wife's loot and pays out shares: each crewman receives 42gp, officers get 63gp, and the captain 84gp. Serpent then heads off for some in town magic shopping.

Sindawe leaves Bel and Sevgi in charge of the ship with Samaritha and Hatshepsut as backup. One of their duties will be to decide the crew's shore leave rotation.

Tommy, Lavender Lil, Sindawe and Wogan catch up to Serpent at the Rusty Dragon where they are greeted by Ameiko Kaijitsu, a foreigner from Tien. Lavender and Ameiko immediately agree to HATE each other FOREVER; it is a chick thing, accomplished quickly with only appraising glances and chilly words. Serpent orders the spicy fish dish for the group then inquires about places in town for purchasing magic items.

Ameiko, who has warmed to Serpent, recommends the armory, run by Savah Bevaniky, the Pillbug's Pantry run by Pillbug, and Voon the wizard. The Cathedral might have healing magics for sale but it is more likely they will have only directly casted spells. The group heads out eagerly.

At the armory the group admires the many things for sale, but only Lavender purchases a magical dagger without batting an eye at the price.

"Sandpoint Savories" draws the group in with wonderful bakery smells. There are two sixteen year old, twin girls working the front. Sindawe and Serpent flirt shamelessly and buy more pastries than any two men should ever need or want. After the group leaves the somewhat alarmed girls send the baker's assistant to fetch the sheriff. ("No, they didn't attack us or steal anything. But they were behaving sort of rapey. What?!? That's not a crime?")

Wizard Voon's place is the Feathered Serpent. Voon is a boisterous type with several magic items: Ring of Feather Fall, Periapt of Health, and a Wand of Magic Vestment (27 charges). None of these entice the characters, so Voon moves on to his collection of "artifacts, relics, and dead saints". Most seem to be fakes, but Wogan buys an orichalcum statue of Shelyn for 50gp on the theory that the metal alone is worth much more than that.

After that the group splits up.

- Lavender Lil and Tommy head off for supernaturally fueled "lusting".
- Serpent and Wogan head to the cathedral for religious rites. Afterward they ask about healing magic. There is none.
- Sindawe visits the ex-slaves Trendas, Leora, and their girl child Nitzah. Over a meal at the Spotted Eel they tell about their lives in Sandpoint. He tried plying his trade (craftsman) but could not afford a shop and the local law types shut-down his attempts to

run a business curbside or door-to-door. Trendas and Leora have been taking odd jobs when possible, but the locals are a bit suspicious of penniless newcomers dropped off by pirate ships. Things have gotten bad enough that Leora was considering whoring work at the Pixie Kitten. Sindawe, feeling sorry for them and also want a local representative and front man, offers to fund a shop for Trendas. "Figure out your costs for renting a shop and equipping yourself with the proper tools. Don't forget food and shelter for the family. We'll discuss a loan when I return from Magnimar." Trendas and Leora both look visibly relieved.

Local Adventure Hooks For Much Lower Level Characters:

- Serpent hears about a red gull that regularly flies over the fishermen. They are convinced its appearance portends accidents.
- Wogan hears about a witch who turned herself into a swamp zombie. Wogan asks the townie, "That sounds like a terrible plan. Why did she do it?" The townie replies, "Witches! Go figure!"
- Sindawe, back at "Sandpoint's Savories", listens to the twins explain the Sandpoint Devil. Farmer's around Egan's Cove have found muddy hoof prints on their roofs. It must be the Sandpoint Devil!

The group meets up at the stables, The Trampled Goblin, where Daviren Hosk greets them. The purchase price is too high for the officers, so they work out a deal to rent horses for 20 gp a week. Normally such deals are never available, except they share the stable owner's hatred of all things goblins.

THE ROAD TO MAGNIMAR

The party encounters many interesting people, places, and events en route, all of which are handled "montage" style, including the auroch stampede.

MAGNIMAR - THE MONTAGE CONTINUES

The GM graciously allows each player to buy one magic item of their choice without searching, random rolling, etc... because it is occurring in a montage. Sindawe selects a Cure Light Wounds wand because he is without goals in the magic item department. Wogan purchases a Headband of Inspired Wisdom and a single Feather Token. Serpent purchases a Dragonhide Breast Plate +1, green in color. Tommy and Lil disappear for further supernaturally fueled sex.

The montage continues as the group heads off to see Doctor Ernst Landis of the Pathfinder Society. Sindawe pulls out a map from his father's journal, which has a sun and gear motif on it. In montage style Doctor Ernst begins lecturing them about the location on the map,

the motif, and all of the history surrounding them.

Flowery speech... professor lecture poses... rapt listening... "The sacred city of Nal-Vashkin rises above the water. Ancient Azlanti rebelled against the aboleth and constructed the sun temple for some obscure purpose. Colonists from Andoren resettled that island 300 years ago. Lots of raiding from the Mordent Spire elves on their skiffs (an exotic sailing vessel); Ernst points a nearby painting of Mordent Spire elves. The elves hate folk messing with the ruins. At some point communication with the Andoran colony was lost. And there might be a demon lord, Nurgal, living in the sun." The pirates' heads swim with the avalanche of information.

Wogan and Serpent are disappointed that this island has nothing to do with the Black Bunyip and Captain Baumann, while Sindawe is happy that have some information on the map.

The random encounter table is applied by the GM: Sindawe finds a shop selling toy golems for the rich, starting at 500gp. Tommy and Lavender Lil get in trouble for public sexing with a dire flail in Keystone Park, which is a really ritzy part of town. The last scene of the montage has the party chased out of town by Hellknight armigers.

RETURN TO SANDPOINT

The officers arrive back at Sandpoint and hand off their rented horses at the stable. They have been gone five days. The ship isn't on fire, pirates are not hanging from trees, and the town seems peaceful and safe. Hurrah!!! Everyone behaved during shore leave.

The game ends with the officers and Lavender Lil admiring the *Teeth of Araska's* new figurehead. It is a representation of Shimye-Magalla, a janiform amalgam of Gozreh and Desna. Tanned Hank is especially proud of the work and thanks Lavender for posing for it. It is especially juggy for a goddess figurehead.

Next session: We sail further down the Varisian coast with a stop to visit Jared the Jinx.