

REAVERS ON THE SEAS OF FATE - SESSION SUMMARY 10/05/2014

TODAY'S EPISODE: LEAVING DEEPMAR

The pirate ship *Teeth of Araska* is at Deepmar Island to make repairs and recruit crew from the local penal colony. As hoped there is no Chelaxian naval presence. In fact, no one was home; the colony had been abandoned. The main crew set about repairing the ship and cracking a bank vault-like building in the penal colony, while a smaller team of pirates pushed inland to find the colonists. That team discovered a derro clan had enslaved the penal colonists for cheap labor and medical experiments. They killed all the derro and minions they could lay hands on. They even rescued the remaining slaves. The away team has returned to the colony with loot and colonists in tow, plus a new recruit or three.

What is next for our heroes?

- ⤴ Captain Sindawe H'kilata Narr of the *Teeth of Araska*, the fist-punchin' Mwangi monk (Chris).
- ⤴ Chief Gunner Wogan, the pistol-packin' celibate cleric of Gozreh (Patrick).
- ⤴ Quartermaster Ref "Serpent" Jorensen, the staff-bashin' Ulfen druid/ranger and his snake Saluthra (Paul).
- ⤴ Mitabu "Keel Breaker," a Mwangi rogue who breaks Chelish ships (Ed).
- ⤴ Zoamai "Elf Burner," a half-elf sorceress who burned down the Elven embassy in Korvosa (Ashley).
- ⤴ Samaritha, a serpentfolk wizard in the guise of a pretty half-elf and Serpent's wife.
- ⤴ Ship's Surgeon Hatshepsut, monk and high priestess of a lost civilization and her cobra Naja.
- ⤴ Bosun Tommy Blacktoes, the staff-slingin' sneaky halfling rogue.
- ⤴ Lavender Lil, a buxom tiefling ex-prostitute, and Tommy's girlfriend.
- ⤴ With them is a pirate crew of professional pirates, escaped slaves, and adventure seekers.

THE ROAD TO DEEPMAR PENAL COLONY

Sindawe, Wogan, Serpent, Zoamai, Mitabu, and Rucia travel by mining road from the inland mine site, Caina, to the Deepmar penal colony on the island's coast. With them is a wagon load of loot and a collection of colonists and overseers, all of which were taken from a derro tribe's underground lair.

Sindawe, Wogan, and Mitabu discuss the potential recruits amongst the colonist ranks. Rucia walks next to Wogan, rarely straying. Zoamai sits in the wagon, whispering to herself. Serpent is out in the lead, wary of danger and conversation.

Occasionally, the pirates have to round up stragglers. Most of the rescued folk are still suffering from various degrees of derro drugging, which makes them forgetful and easily distracted. Walking alone and mentally impaired on the island invites certain death as the interior is ripe with monsters and nature's wrath.

Several colonists help the pirates with the round ups and security:

- Klangin – a female, half-orc pirate of some infamy amongst the pirates of Riddleport.
- Chalk – a male, human Shoanti. Real name Bodo.

Wogan interrogates Klangin during the day long trip.

He asks Klangin, "Have you been on Deepmar long? How did you get here?"

Klangin replies, "I was crew aboard the *Vulture's Wings*. We had taken a Chelish merchant ship, *Blood Trade*. I was aboard with Bodo and some others looting cargo when a Chelish warship showed up. Our ship fled and we got captured. The devil lovers didn't know much about me and they always need strong backs here on Deepmar, so here I was sent."

Wogan nods, then asks, "We are always looking for more crew. What are your skills?"

Klangin says, "I am warrior."

Wogan takes that in, “Uh... good. How about sailing skills?”

Klangin swivels her head to consider the fat pirate, while the pair walk side by side. She replies, “I have many sailing skills. I am no swabbie.”

Wogan nods and smiles, “Any other useful skills? Can you cook?”

She looks at him appraisingly. “I would make a good mate, if that is what you are asking.” The other pirates hold back their snickers.

Wogan nods and adds to his mental notes, “Klangin. Warrior. Pirate. Sailor. Do not let her cook.”

The travelers reach the penal colony in the late afternoon. They are challenged by pirates manning the guard towers. They are armed with heavy crossbows.

A pirate guard yells down, “What is the password?”

Quiet laughter wafts down to the travelers. Serpent stares up at them, silently daring them to shoot.

Wogan declares, “Open the gate or I’ll shoot you.” He pulls a pair of pistols from his bandoleer.

A pirate guard quickly yells down, “Yup. ‘Getting shot’ is the pass word.” The gates are opened in short order.

PIRATES ARE TERRIBLE FOR PROPERTY VALUES

The travelers enter the colony, which is in very poor condition after three days of occupation by the *Teeth of Araska's* crew. Several of the buildings have been burned. Every wall is covered in graffiti or filth. Furniture, clothing, and other mundane items litter the ground,

evidence of overly ambitious looters. Pirate crew dot the facility, sleeping, fornicating, gaming and otherwise passing the time.

The one piece of desired destruction is the bank vault-like building. Its south facing wall lies in ruins from repeated cannon fire.

Sindawe is disappointed at the widespread destruction as he had hoped to loot useful materials for his long voyage south.

Tommy Black Toes appears quickly, idly cracking his whip. He reports that the ship repairs are going well; the ship will be ready in another day. And the loot from the bank vault-like building has been boarded; 500lbs of crystal worth 5000gp. And that there was an attack.

A drowning devil attacked the night before last. Tommy, Lavender Lil, Mase Venjum, Samaritha, and Little Mike killed the devil. They also recovered evidence that the devil had found them using a ship tracking spell. From that they guessed that the devil was sent after them by Chelish, probably at the order of the Hellknight *Paralictor Devreth Rotani*, last seen aboard the *Dominator*.

The colonists are left to their own devices within the penal colony's walls. Except Captain Ashforth, who is pulled under armed guard in his quarters. The armed guards are to protect Ashforth from the pirate crew, who hate Chelish officers with a passion.

Samaritha quickly drags Serpent back to their quarters aboard the *Teeth of Araska*. The vessel has been beached for hull repairs.

Serpent complains as he watches his wife undress, "Everything is at an angle."

Samaritha replies, "The angles make it better."

Later, Serpent will agree with that statement.

INTERROGATION

That evening Sindawe and Wogan gather some of the pirate officers for the interrogation of Captain Ashforth.

As expected Captain Ashforth is not cooperative. In addition to the Chelish officer vs pirates element, Ashforth is still suffering from the blue drugs inflicted upon him by the derro. He can't remember the derro, his enslavement, the experiments, or his rescue by the pirates. His short term memory is none too good either. Wogan casts various spells to remove the drug afflictions, though this does not restore Ashforth's memory.

Ashforth declares, "I won't tell you anything. The Chelish Empire does not deal with pirates."

Then he asks, "Who are you people? How did you get hear? Never mind, I'll have my guards lock you up. Guards! Guards!"

The pirates tie Ashforth to a chair, indulging in some punching and kicking in the process.

Sindawe orders Serpent, "Go get the witch!" Sindawe hopes to build some dread in Ashforth, but...

Serpent stares at Sindawe then asks, "The witch?"

Sindawe nods grimly, "Yes, the witch."

Serpent shrugs and walks out. Outside, Samaritha and Lavender Lil are hanging around. He looks back and forth between them.

A short time later he returns with Lavender Lil in tow.

Serpent declares, "I brought the witch."

Lavender Lil adds, "Sexy witch."

Sindawe was hoping for Samaritha and her patented dominate and charm spells. But any port in storm.

Sindawe tells Lil, “Ashforth isn’t cooperating. I want to know when the next ship is due here. And any hidden loot or secrets hereabout.”

Wogan adds, “Basically, anything interesting.”

Lil nods, then goes to work on Ashforth.

Lil is not actually a witch. Until this last year, she was a popular employee at the House of the Silken Veil, which is the temple of Calistria located in Riddleport. Employees in this case would be temple prostitutes, who range in skill and expertise from stripper to courtesan. Lil left the house to join her man, Tommy Black Toes, for a life of piracy which as it turns out might be safer than facing her enemies in Riddleport.

Lil re-arranges her outfit and ample cleavage, then begins. She uses *unwitting ally*, *detect thoughts*, *unnatural lust*, and a lap dance to interrogate Captain Ashforth. She whispers promises and questions. He strains at his bonds, eager to make her fulfill those promises.

Ashforth declares, “I will tell you everything if someone will just untie me!”

The dance continues and soon Lil has Ashforth eating out of her hand... figuratively. He answers most of her questions outright. She reads his thoughts whenever he hedges or refuses. He reveals:

- The next supply ship is due in three days, though it might be longer depending on weather and other conditions. These ships are always well armed because they also deliver new prisoners.
- Captain Ashforth doesn’t know much more about the island’s mysterious and exotic locations such as Skull Top Hill. He knows only the general location of the Pirate Graveyard, which

is off limits... many who have gone in search of it have failed to return. Those that returned never found it.

- Other treasures: all such items have already been located and plundered.

Lil finishes her dance, then wipes her sweat off with a convenient rag.

As she leaves she suggests, “Next time, we should give the mark some Riddleport Tea. You should always stack the deck in your favor.”

Sindawe is happy to have the information and appalled at how easily it was gained. How often has his crew given up information over to a pretty face and firm flesh?

RECRUITS AND VICTIMS

The pirate officers gather the penal colonists and pirate crew around a bonfire that night. Seven colonists, already identified earlier that day, are officially invited to join the crew. They accept:

- Klangin – female, half-orc pirate.
- Bodo – human male Shoanti. Nicknamed Chalk by Sindawe.
- Zorzi – human female skilled in crafting armor, weapons, and surprisingly gems.
- Phamas Harcy – male Andorian and skilled sailor.
- And Branis, Anis, and Nazzo.
- All are Chelish unless stated otherwise.

The others colonists are not made the offer because they have miner’s lung, are unfit for sailing, or they are penal colony staff. Some of the prisoners ask Sindawe and Wogan for passage to a non-Chelish port. All are disappointed when they find out that there will be no safe ports in the near future.

The pirates turn to celebration with the ceremony over. A male pirate with several friends hanging back approaches Sindawe.

The man asks, "Permission to rape the prisoners. Captain."

Sindawe frowns, "No. That's against my rules. Rules that I have explained. Repeatedly."

The man argues, "But they won't remember. They're all fuzzy thinking like that first prisoner we found, Rose."

Sindawe stares at the man, "No exceptions. It is bad for discipline. And the punishment is harsh."

The disappointed man and his friends depart.

Tommy asks Sindawe, "What are we going to do with Captain Ashforth? The men are getting the itch to end him. They have a lot of ideas on how to do that too."

Sindawe does some mental calculations and decides that Ashforth is no longer useful. He says, "Set up a lottery. Winner gets to decide the captain's fate."

Tommy smiles and rushes off immediately, "Hey guys! I've got something you'll want to spend your coins on!"

A worried Mitabu inquires, "How are we going to split the lottery?"

Sindawe shrugs, "I'm pretty sure Tommy isn't going to split it with anyone."

Mitabu says, "But I wanted to kill Ashforth. I'll use one of my traps. It will be really messy."

Sindawe nods, "Sure. But you'll have to take your chances with the lottery."

IT'S A TRAP!

The next morning Sindawe, Wogan, Serpent, Zoamai, Mitabu, Rucia, Melelle, Klangin, and Clubbreaker Cordell head out to the Pirate Graveyard. They follow the road to dig site Stygia, then march past it into the island's country side. The graveyard lies somewhere atop a sea facing cliff, amongst lightly wooded hills. Klangin leads the way based on vague memories.

Mitabu volunteers to scout, which is a lucky thing. He notices a camouflaged pit and signals the party to halt. He marks it clearly, then examines it (30' deep with spikes). For his effort and diligence, Mitabu is ordered to scout. Everyone else follows in single file.

Klangin observes, "This is good. Single file hides our numbers."

Mitabu doesn't spot the next trap. A spiked log swings thru the front of the file. Mitabu, Serpent, and Wogan are swept off their feet (23pts).

Wogan and Serpent heal wounds. The group continues forward.

Mitabu spots a trip line. He offers to deactivate the trip, which would drop a boulder onto an unsuspecting victim's head. Some of the pirates watch Mitabu; the veterans watch the surrounding woods.

Sindawe notices something amiss, allowing him to spin clear of a thrown spear. He spots the sniper, a scrawny disheveled figure, ducking behind a tree. Sindawe runs after the man.

The figure hears the pursuit and lights out. He screams, "You'll never get me, screws!"

Mitabu cries out after Sindawe, "He'll lead you into traps."

Tis true. Sindawe trips a line and is hit by a swinging branch trap. He pulls himself off a spike embedded in the branch, then continues the chase. Luckily, scrawny stuck around to admire his handiwork.

Serpent, Sindawe, and Klangin chase. The others stay put.

Serpent's *woodland stride* allows him to close the distance quickly. Sindawe follows closely. Sindawe trips the man, then proceeds to beat him. The man slithers out and hits a trip wire. Serpent and Sindawe jump clear of a net designed to imprison victims high overhead. A raging Serpent jumps on the man, then grapples violently.

Klangin catches up and demands of scrawny, "Tammerac! Calm down."

Tammerac does not comply. He struggles, bites, spits and curses until Sindawe pours dirt down his throat. This calms Tammerac considerably.

It takes Klangin and Wogan awhile to convince Tammerac to cooperate with the pirates. Tammerac agrees to walk the pirates out of his trap zone. Sindawe decides to stack the deck; he orders Tammerac tied up and brought along.

He explains to Tammerac, "You'll stay with us until we clear of the Stygia mine. Then we'll let you go."

Tammerac asks, "Where are you going?"

Wogan answers, "The pirate graveyard."

Tammerac sighs, "I don't want to die."

Serpent tugs violently on Tammerac's rope. The pirates continue on, relying on Tammerac to steer them around traps.

THE PIRATE GRAVEYARD

It takes an hour to march around the Tammerac's trap zone and to the goal. The simple graveyard stands near the sea facing cliff. Grave markers of stone and simple board dot the

landscape. Necklaces hang from the markers. No vegetation exists amongst the graves though brush surrounds the area.

Wogan notes, “That isn’t good. Must be some necromancy going on inside the yard.” He pulls a bat out of his *beast master coffer* and throws it into the yard. It flies about unmolested until its summon ends.

Mitabu comments, “Great. The bat makes the graveyard extra spooky.”

Sindawe laughs, then asks, “Summon another beastie to grab one of those necklaces.”

Wogan summons a rat this time. It reluctantly moves forward, using cover. A skeletal hand erupts from the soil, grabs the rat, squeezes it to death, then disappears below the surface taking the rat with it.

Sindawe tells the others, “Melella, get up in that tree and stay there. The rest of you hold here and wait for the undead to chase me.”

He runs into the yard. Pirate undead explode out of the ground, brandishing rotten teeth and cutlasses. Four run at Sindawe, surrounding him. He cuts one down with his *ghost touched temple sword, with silversheen, transformative and electrified*.

The other four undead pirates rush the living pirates. One cuts Wogan. Serpent destroys another with bludgeoning and acid from his staff. Zoamai casts *mirror image* (4!). Wogan *channels positive energy* to destroy undead (8pts).

Klangin cuts down an undead slashing at Wogan. She screams, “Handsome Wogan won’t die this day!”

Wogan goggles at her then shoots down an undead pirate.

Serpent rage backed staff destroys another undead. Zoamai lines up to set fire to a wight, but Wogan dances into her line of fire (11pts to wight and Wogan); the wight dies. Mitabu

backstabs a wight flanking Sindawe. Wogan unleashes another *channeling of positive energy*, destroying the last wight, already wounded.

The corpses sink back into the earth. The pirates gather the obvious treasures (loot: amulet of natural armor +1, plus necklaces worth 2050gp). Tammerac attempts to sneak away during the combat, but is quickly recaptured.

Klangin drops another hint while Wogan heals her wounds, “We have fought together, Wogan. We are comrades now.” She grasps his shoulder firmly and says loudly, “Comrades with benefits.”

Wogan nods at that, then moves onto the next wounded pirate. He whispers to Mitabu, “What the hell was that about?”

Mitabu replies, “You asked her if she could cook.”

Wogan says, “Yeah. So what?”

Mitabu answers, “That’s courting talk for orcs. Asking her if she can cook is the same as asking her to have your children. Heck, by orcish customs you two might be married already.”

Wogan gulps.

Tammerac leads the pirates back and around his trap zone. Everyone admires how nice the woods are without traps. He gets them back to dig site Stygia. As promised, Sindawe releases him.

Tammerac runs back into the woods, howling, “Don’t tell them I’m alive.”

The pirates head back to camp, following the mining roads. They pass the aurumvorax corpse that day’s earlier Serpent had strung up on a tree and skinned. They notice the body shiver and twitch a little.

Wogan demands, “It’s undead! Stab it with your ghost touched spear!”

Sindawe does so. A rot grub swarm explodes from the carcass and descends upon Sindawe; he screams. Klangin backs away quickly. As does everyone else. Zoamai shoots the swarm with a *maximized fireball* 42 becomes 63).

The pirates hold Sindawe down while Zoamai uses fire magic to burn out the rot grubs burrowing into his flesh. Serpent casts *lesser restoration* on Sindawe.

The pirate's return to camp in time for lunch, where Wogan hunts down Zorzi to grind diamonds for his restoration spells.

Tommy shows up and says, "Its 5gp per lottery ticket. Winner gets to decide how Captain Ashforth dies."

Mitabu buys 5 shares and runs off to tell the other pirates how his trap will murderize Captain Ashforth, hoping to get the kill even if another pirate wins. Sindawe buys 5 shares and Zoamai buys 3.

Sindawe tells a crowd of pirates, "I'll give 50gp to the first pirate to deliver me a living derro."

All of the pirates get excited. A trio draw cutlasses and immediately run for the woods.

The first pirate shouts, "What's a derro?"

The second pirate answers, "A crazy person!"

The third shouts, "And they have blue skin!"

Wogan watches them depart and says, "Two of those guys are going to come back with the third one unconscious and painted blue."

THE DEAD POOL

The lottery drawing is held later that evening. An unsuspecting Captain Ashforth is dragged from his cell to participate. Tommy holds up a filthy hat with everyone's markers. Lavender Lil draws a marker at random. Mitabu wins! Mitabu immediately departs to place a trap in Ashforth's quarters.

Tommy demands quiet from the gathered pirates. The hooting and whistling cease.

Tommy turns to Captain Ashforth, "You'll be marooned here. The animals or elements will get you! Or you can choose honorable death at our hands. You just have to ask." The gathered pirates scream their appreciation of this plan.

Ashforth screams at the pirates, "No animal will get me!"

The pirate threats and pleading do not sway Ashforth, who is released. Ashforth strides quickly back to his quarters. A press of pirates follows closely behind.

Ashforth screams at them, "You haven't heard the last of Elgin Ashforth!" He slams the door shut and bars it.

The pirates wait in anticipation outside.

From inside Ashforth angrily yells, "Who shit on my bed!?!?" Saw blades spin to life. Then the screaming starts.

Ashforth stops screaming, then stumbles over another trap. Then starts screaming again. This happens several times; he had a lot of hit points.

A random pirate jokes, "He's right. We did hear from him again."

A horrified Rucia says to Mitabu, "That was cruel."

A horrified Zoamai says to Mitabu, "You shit on his bed?"

Mitabu is offended and replies, "No, I didn't shit on his bed. That would be wrong."

At least four nearby pirates raise their hands to claim credit for the deed.

LATE NIGHT REPAIRS

The ship repairs continue into the night by bonfire and torch light. The next morning Tanned Hank, the ship's carpenter, reports to Sindawe that the work is done. He gives his captain a tour of the repairs before the ship is floated again.

Sindawe watches Tanned Hawk oversee the floating. Afterwards, in front a small crowd of pirates, Sindawe awards Tanned Hawk with a magic sword (+1 long sword).

Kitty the Cantankerous approaches Sindawe with heavy tarp over one shoulder. She drops the tarp and its contents at his feet.

Kitty declares, "One derro. Pay up, captain."

Sindawe opens the tarp to find an ape with blue fur. The dye is still wet.

Sindawe stands up and tells Kitty, "This isn't a derro, but it made me laugh." He hands the woman 20gp.

The crew finishes loading the ship and is just about to cast off. Delvina Rose, one of the Memento-brained penal colonists, runs down the pier.

Delvina shouts to the ship, "I can't get Captain Ashforth to answer his door. And there's a bad odor coming from inside."

Sindawe answers, "Your Ashforth is dead. Lock yourself inside with food and water. You should be safe until the supply ship arrives."

Delvina, looking upset, demands, "Who are you people?"

Sindawe pulls himself up and declares, "I am Captain Sindawe. This is the pirate ship, *Teeth of Araska!*"

THE BLACK PILLAR

It takes the better part of a day to sail around to the north end of the island. In those waters, close to the beach, is a black needle towering above the waves. It is 90' of obsidian.

A ship's boat is launched with six crew for rowing and five officers. The boat is needed to get past the breakers separating the black needle from the open sea. Hardy rowing is required to get the boat to the needle.

Up close, the black needle is rectangular. The ship's boat drops an anchor into 50' of water. Nearby sandbars supply some protection from the waves.

The pirates study script carved in the needle's exterior, but it is too faded to provide a clue as to its origins. Serpent touches the needle; his head aches and in his mind he can see a churning mist.

Wogan repeats the experiment. He suffers a light headache and feels a tugging sensation on his glyph from the southwest. In his mind, he can see a well from which shadowy, tentacled things reach. And purple mist. Wogan isn't sure if the needle is trying to lead him to the shrine on the island or some other location.

Back on board the TOA, the pirates consult maps and determine that the Black Needle and its 'tugging' lies in a line with Devil's Elbow and Riddleport.

Mase Venjum and Tommy Blacktoes want to discuss the next destination, which the other officers agree to. The group is soon sequestered in the map room.

Sindawe explains, “What we talk about and decide here doesn’t leave this room. Our men talk too much, which means Chelish scrying or invisible imps will know everything they know in short order.”

Wogan nods at that, “I’ll check for invisible imps now.”

He casts *invisibility purge* and ‘waves it around’. No imps or devils are revealed, but they gathered officers do here Lavender Lil scream up on deck. This is followed by appreciative whistling and running feet.

Tommy explains, “Lil likes sun bathing nude. She does it invisible for privacy.”

Mase says, “We are most wanted right now in Cheliax. And they might have more pieces of our ship for that locating spell.”

Wogan offers, “We can get a new ship.”

Mase continues, “Down in the Shackles, there are places where given enough cash you can refit a ship. The refit can be done in such a way as to disguise the ship’s identify. That and renaming the ship will break the link between it and any harvested hull wood.”

Mase then adds, “But we still have to get to those places.”

The officers do an inventory of who knows what. Mase knows of the locations down south. Mitabu has been to Ilizmagorti, the Scum Tide City. Several of the original TOA crew have also been there. The city itself is open to all, even pirates. But you have to find it first. The Red Mantis Society rules there and regularly dispatches its members to destroy unwanted maps to Ilizmagorti (and their owners). Mitabu claims he can navigate to the city.

The pirate officers discuss the locations and their options long into the night. There are major port cities along their proposed route. None of them are necessary stop offs, though supplies, intel, and repairs might make some of them mandatory. They are:

- *Staufendorf Island - not really a port city, a remote noble family's island*

- *Corentyn in Cheliox - may not be the best idea*

- *Azir, aka "Port Godless" in Rahadoun*

<long ocean stretch - need to be stocked up on stores>

- *Ilizmagorti, Mediogalti Island - Red Mantis assassins, pirates are accepted here. Mitabu claims to know how to navigate to the city.*

- *Eye of Abendego - there are also various places one might put in in the Sodden Lands to the east but none of those are civilized (Samaritha notes this whole area was Ghol-gan, an evil cyclops empire, in her time.*

- *the region south of the Eye is known as the Fever Sea*

- *Any of Ollo, Quent, Port Peril in the Shackles - pirates rule here but independent operators are open season. And some folks there will remember the ToA and her previous captain... and act accordingly.*

- *There's a place called "Rickety's Squibs" a couple crewmen know where one can get a ship equipped (refitted), it's on the Slithering Coast south of the Shackles and less than 100 miles from Bloodcove*

- *Bloodcove (Aspis Consortium trading colony in Mwangi) - pirates are persona non grata*

- *Senghor (Mwangi) native-run port, pirates OK as long as there's no piracy*

- *Past the equator*

- *Eleder (Sargava) - pirates are persona non grata*

- *Port Shaw (Razor Coast) - pirates are persona non grata*

Ilizmagorti. Past jagged reefs and treacherous shoals, Ilizmagorti lies on the secluded island of Mediogalti just northwest of the undying hurricane called the Eye of Abendego. Home of the deadly Red Mantis assassins, Ilizmagorti is also a pirate stronghold second only to the Shackles in strength. Its deep lagoon harbors pirate ships that raid the shipping lanes from Varisia to Rahadoum, as well as more mundane merchantmen from across Golarion. Ilizmagorti's azure waters are also home to reefclaws, devilfish, and the Kaneano, a mysterious tribe of shark-men that hunt among the outlying reefs and islets. Beyond the city's walls, the jungles of Mediogalti teem with all manner of dangers, from hazardous quicksands and carnivorous plants to kobolds, lizardfolk, monkey goblins, girallons, weretigers, and dinosaurs. Ilizmagorti's taverns are full of tales of buried treasure and lost pirate tombs waiting to be plundered by brave fortune hunters in the island's interior.

And deep within the jungle, its location a carefully guarded secret known only to members of the sect, stands the Crimson Citadel, headquarters of the Red Mantis. Wild and unpredictable, the streets and quays of Ilizmagorti are rife with pirates, assassins, harlots, sellswords, and scoundrels from all walks of life. Danger lies right around the corner, menace swims just beneath the surface, and death lurks in the rank jungles beyond its walls, but the city of Ilizmagorti holds the promise of adventure like no other. For a city locked in the grip of an international cabal of feared assassins, its citizens enjoy almost limitless freedoms. A visitor

can meet his end at the point of a bloody knife in a darkened alley, or he can rise to the heights of wealth and influence. At its heart, Ilizmagorti is a city of unbounded possibility.

Sindawe declares, "I want to stop at Staufendorf Island for food and other supplies. Assuming it doesn't look like a hard target. After that it looks like Azir, then Ilizmagorti."

Mase demands, "And after that?"

Sindawe shrugs, "That will come later."