

Timekeeping: 9-10 Signs in Senghor

Hours Elapsed	Actions and Notes
0.	<i>The party departs Senghor by fishing boat</i>
	[...]
13.	<i>Wren is trapped</i>
14.	<i>Trap DCs -6</i>
15.	_____
16.	<i>Trap DCs -5</i>
17.	_____
18.	<i>Trap DCs -4</i>
19.	_____
20.	<i>Trap DCs -3</i>
21.	_____
22.	<i>Trap DCs -2</i>
23.	_____
24.	<i>Trap DCs -1</i>
25.	<i>Party arrives in Boali (autopilot)</i>
26.	_____
27.	<i>Debilitating Injury 1; Trap DCs +1</i>
28.	<i>Trap DCs +2</i>
29.	<i>Trap DCs +3</i>
30.	<i>Debilitating Injury 2; Trap DCs +4</i>
31.	<i>Trap DCs +5</i>
32.	<i>Trap DCs +6</i>
33.	<i>Debilitating Injury 3; Trap DCs +7</i>
34.	<i>Trap DCs +8</i>
35.	<i>Trap DCs +9</i>
36.	<i>Debilitating Injury 4; Wren dies</i>

Sailing to Boali

DC 10/13 fort save or be fatigued on arrival
PCs helping sail take a -2 penalty

Subtier	Profession (sailor) DC
1-2	10
4-5	14

White-Toothed Wallace

Aid another: always aids for a +2
 Sailing: always takes 10 for a 14

4-player Adjustment

+2 bonus (increases Wallace's result as well)

Success

Arrive after 25 hours of travel (see left column)

Exceptional Success

For every 5 you beat the DC by, subtract 2 hours

Failure

by 4 or less Add 1d4 hours
 by 5 or more Add 1d4+4 hours

Finding the Aspis

Each attempt takes 1 hour

Perception DC 18/22
each PC rolls separately

Profession (sailor) DC 13/16
one PC rolls, others may aid
Not available if PCs relied on Wallace

Survival DC 15/19
one PC rolls, others may aid

Freeing Gideon Wren

Disable Device DC 18/22

Strength Check DC 17/19

Sleight of Hand DC 16/20

Failure by 5 or more results in an injury

_____ **Debilitating Injury Count**

The Great Queen Chase

1: Through the Breach (Start)

There is a way **Escape Artist** DC 26/30
Ride the wave **Swim** DC 24/28

2: Vile Croak

Cover ears **Reflex** DC 20/24
I can take it! **Will** DC 19/23

If no Gideon one PC at random is impeded

3: Aspis Stampede

Make way! **Intimidate** DC 24/28
There's another one! **Bluff** DC 26/30

4: Leap Dragon-Frog

Move around **Acrobatics** DC 24/28
Dive for cover **Reflex** DC 20/24

If no Gideon one PC at random is impeded

5: Hurricane Alley

Winds won't stop me! **Fortitude** DC 20/24
Charge ahead **Strength** DC 18/22

6: Sudden Overgrowth

Those are poisonous! **Kn. (nature)** DC 24/28
Take the high ground **Survival** DC 24/28

If no Gideon one PC at random is impeded

7: Crumbling Archway

Knock it down **CMB** CMD 24/28
Weak knee **Kn. (eng.)** DC 20/24

8: Tongue Tied (End)

Break him free **Strength** DC 22/26
Cut him loose **Attack** AC 24/28

If no Gideon one PC at random is impeded

If 1 or fewer successes, mobogo bites random PC:

Subtier 1-2 bite +20, 2d6+9

Subtier 4-5 bite +22, 2d6+11

Debilitating Injuries

Copy the # of injuries from the other side

_____ Debilitating Injury Count

If two PCs roll natural 1s on the same check, Gideon gains one debilitating injury.

Modifiers

- **If Gideon is uninjured** (0 debilitating injuries) he will attempt to aid another. See stats on page 17.
- **For each debilitating injury Gideon has**, DCs increase by 1.
- **If Gideon died or the party abandoned him**, all DCs increase by 2 and one PC is "impeded" on some obstacles by the mobogo and cannot participate (see left)
- **Four-player adjustment**: reduce DCs by 3
- **PC casts a spell or uses some other class ability to help bypass obstacle**: between +2 and +4 "aid another" bonus
- **PC aids Gideon in some way**: between +2 and +4 "aid another" bonus

Successes

4-player adjustment gives PCs one extra success

7+ successes gain 2 tablets, Aspis devoured

4+ successes gain 1 tablet, Aspis warn Shinri

2+ successes Gideon eaten, PCs exhausted

Other See **2+ successes**, plus PC bitten

Returning to Senghor

- **Take the Aspis vessel, Dreams of Worth?**
Only if Gideon is alive
Rest on the way. Remove fatigue, etc.
- **Take the PFS boat?**
If beat DC by 10, beat Aspis to Senghor
Need to save against fatigue again