

THE RACKMA GAMBIT

Part 7 – The Enclave Smack down!

Dungeon Master: Ivan

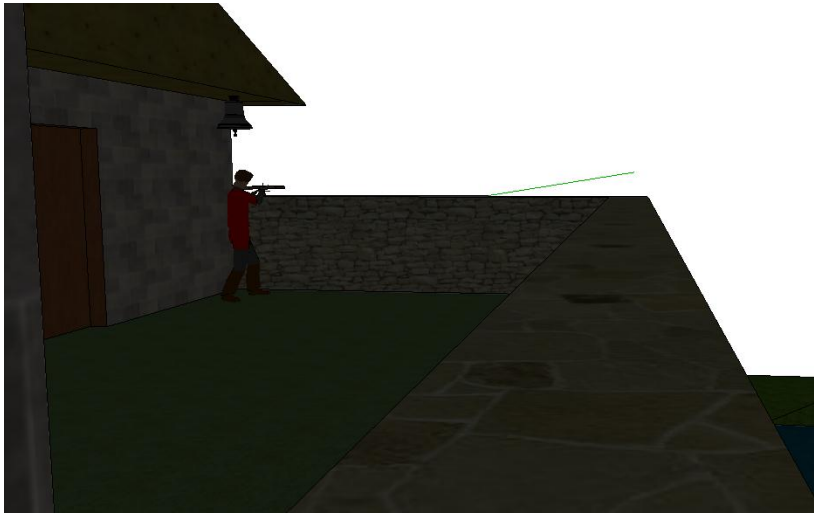
Players: Andrew (Coral & Kelp), Sean (Harmony & Mystery) and Grant (Jingo & Wasabi)

1. When we last left our heroine's, we had breached The Enclave and were starting to try and explore undetected. Mystery scouts a second story balcony that gives a good view. She observes the courtyard and notes there are seven ogres, one dwarf, two robed figures and an odd looking ogre. There is no easy way off the balcony and a ballista on the roof of a nearby building.



2. She returns inside to the rest of the party and we agree to head downstairs to investigate. The room is putrid and has a large pile of refuse and offal fills the middle of the room. If you stood in the middle of the pile it would come up to your chest. Yuk! We search the room but do not find anything useful.
3. Harmony listens at what we believe to be an internal door, and hears nothing. She *Phases* out and puts her head through the door and goes into a darkened room and can see nothing. She keeps moving forward and tries to go through and is blocked! She has come across an ethereal barrier that will not let her through.

Harmony pulls back and phases back. The party opens the door to find the room is a lavatory with no exits, apart from the obvious! We return to examine the pile of offal and can see a skull of a human and another creature. Given we are not yet prepared to enter the courtyard, we head back upstairs and look out the window, trying to use a mirror to see around the corner. We can see a dwarf with a dreaded crossbow, starring out from the wall. We can also see a bell propped on the wall. Given that we do not want an alarm raised, it is decided that Mystery will try to cast a *Silence 15' Radius* on the bell and Kelp to cast a *Sleep* spell on the dwarf. Success, we see the dwarf drop.



4. Harmony shimmies along the wall to the corner and pops her head up. She can see light coming from a window in a building further along. After binding and gagging the dwarf, Harmony signals Kelp to cross with Wasabi following close behind.
5. As Coral is about to cross, we see a door open (from the room where the light is) and two human/humanoids start to come out. She signals to Harmony, Kelp and Wasabi to stay still and that there are two creatures about. As the party wait, concealed, we see that it is actually three humans and a *Displacer Beast* on a chain. Harmony, Kelp and Wasabi move into the now open doorway and find an empty storeroom. They take with them the bell that has the *silence 15' radius* with them. The *Displacer Beast* seems to notice a scent and moves in around the courtyard towards the room where the three party members are hiding.
6. Harmony, Kelp and Wasabi are behind a small wall in the room. They plan to ambush the patrol using the silence spell on the bell. Unfortunately, when the patrol enters the room at least one of them is outside the 15 feet radius. Wasabi tries to shoot the *Displacer Beast* from point blank range. Miss! Miss again! The displacement has had effect.
7. One of the patrol calls for the guards. Coral charge at the human sent to get the guard and tries to overbear and stifle any alarm. Coral takes him down and he is winded. A strangled cry is let out and we hope that it is not heard over the wind. Kelp strikes the *Displacer Beast* with *Marasotte's Staff* while the rest of the party manoeuvres in an attempt to gain a tactical advantage.
8. One of the attacking humans has a wicked barbed whip and attempts to give Kelp a taste of the lash across her pretty face – miss! Wasabi is disturbed that the stealth mission is in jeopardy and strikes the whip-wielding fiend with two mighty katana blows. In a flurry of whirling blades Harmony neatly sidesteps and smacks the other, great club wielding, human. It's on!
9. Wasabi is in full-flight and summons his silent Kia power to move into the very fast phase of action. Two mighty katana blows smites the whip-wielded - dead on the spot. He thinks, 'kitty, you next!' Harmony continues to engage the club-wielder and sits him on his arse! Coral maintains her overbear and gagging grapple. A failed *Hold Person* spell from Mystery is very disappointing and Jingo lets go with a bookish swipe – low and behold, a critical hit! End on round two – feeling confident.

10. Roll for surprise. Bugger! Around the corner come an Ogre Magi and two humans who stumble upon the battle. They are surprised. What to do? Coral and Jingo have their hands full, especially when a wand is unleashed by one of the humans. Jingo saves and is unaffected. The second human casts a spell and Jingo and Coral fall unconscious to the ground. Mystery *jumps* to the roof and crouches behind the roof pitch. Wasabi dispatches the *Displacer Beast* and Harmony kills the clubman.
11. NOTE – in relation to psionic powers, normally the mind is closed. Kelp and Coral, as identical twins, have a permanently open mind between each other. Accordingly, Coral can send thoughts to Kelp, without having to open her mind first. (DM note: The terms for this arrangement were actually finalised at the end of the playing session. I have a recording of Andrew agreeing to the conditions of his characters' open mind agreement).
12. Kelp is extremely concerned that her twin is unconscious on the ground - with an Ogre Magi approaching (we remember what happened to Trillana in 1985! (You bastard! You had to bring that up!)). She unleashes a *Psionic Blast* on Coral in an attempt to raise her from unconsciousness. The blast is like a slap to her brain and Coral wakes. Kelp quickly sends a mental message that there are three spell-casters coming in her direction. The remainder of the party stay hidden and wait to see if we can spring an ambush.
13. The spell-casters and Ogre Magi bellow 'INTRUDERS'. The spell-casters are not stupid and do what they do best, cast spells. Coral is *Feared*, the swirling *Mirror Images* of the other caster spring forth and the Ogre Magi prepare a spell for himself.
14. Wasabi can't hold his nerve and charges from the doorway into the midst of the spell-casters and Ogre Magi, forgetting that the *Silence* previously cast by Mystery is about to end. Brave, but dumb! Harmony is left with no choice but to follow-up the charge and Mystery *jumps* down from the roof. Coral wakes Jingo with a slap - he is now Corals' biatch. (DM's note: something is missing her. If Coral was *Feared* how did she get out of it to slap Jingo?) Kelp (through the open window (she is still in the room)) casts an ever faithful *Magic Missile* in a hope to dispel two of the *mirror images*.
15. New round and our plans for infiltration by stealth have gone to shit. The *silence* expires and Wasabi again uses his mighty Kia power to rip the Ogre Magi a 'new one'. Kelp again unleashes a *Magic Missile* into the spell-caster and also dispels the last *mirror image*; does she know any other spells? (DM's note: Does she need to know any other? I think it is a signature spell for her. If so, good role playing.) Mystery does not have a line of sight so she moves around in an attempt to configure a suitable formation for the use of the *Mountain Shields*. The spell-casters and Ogre Magi bellow 'INTRUDERS' again and the Ogre Magi starts fly backwards in a fighting withdrawal – (Red Flag – see appendix D). Harmony is able to kill one of the spell-casters with a mighty long sword stoke.
16. The Ogre Magi moves up 10' and continues to thunder 'INTRUDERS, INTRUDERS'. We see four humans appear at the top of the wall where the ballista is stationed. One appears 'ninja' like and unleashes four darts in quick succession at Harmony. She is hit for substantial damage, has to save vs. poison, failure causing her to be slowed. What the...!
17. Wasabi is in full battle mode. Pulling out his *Bow of Strength* another round of Kia power is about to be unleashed. With fortuitous stroke a fate, we win a head start in the next round of battle. At point blank range, Wasabi hits the Ogre Magi, killing it outright. It crashes to the ground after Coral casts a *Dispel Magic*. Wasabi gleefully picks up the Ogre Magi's **magical katana**.

18. Kelp casts a *Slow* upon the humans on the roof, affecting three. Mystery *jumps* away, Harmony tries to throw *Farflung the Dagger* into a wall so she can zip-line away – fail. She is then netted and entangled from above. Wasabi is hit by one of the ninja’s darts and is also slowed.

19. The party is in a parlous situation; outnumbered, movement slowed and on lower ground – time to... bring it on! Kelp uses the *Ring of the Ram* to try and knock one of our assailants off the wall. One of the attackers appears to be a priest as he has commenced an incessant *chant*. Coral, using her considerable psionic prowess, *Dimension Walks* directly to the rooftop without knowing who is up there. She appears into the midst of five attackers (This is what Coral’s rapier “Fairwind” had been waiting for. Finally, some heroics. She gains a charge for the rapier. The sword now has the following powers: +2 sword; 20% magic resistance; Gives one bonus attack/round for special attack; Can change into any sword). Harmony is netted and fails to *phase* out. Coral attacks the dart thrower, managing to disarm him of one of the poison darts that falls from his reach. The ninja tries to throw a dart at Coral, but using missile weapons in melee combat is fraught with danger! Coral gets a free *attack of opportunity*. She gleefully rams home the sword and sneers as the body falls over the wall to the courtyard below.

20. Wasabi takes to opportunity to drink a *Potion of Heroism*, Kelp fires off yet another deadly volley of *magic missiles*, killing the last spell-caster at ground level. Harmony finally *phases* out of the net as a volley of arrows from the guard-tower follows the spot light that is now shone in our vicinity. It’s OK, we can take cover. Wrong, three ogres wielding giant oars as clubs, and a crossbow toting dwarf are quickly advancing up the ramp below our current position.

21. Wasabi charges the first ogre that comes into view. Harmony, on low hit points, drinks a potion of extra healing. Mystery *jumps* to the roof to join Coral and is peppered with arrows from the tower. Jingo does a quick grab for resources from the slain wizards and Ogre Magi, finding a *Potion of Extra Healing* and a *Ring*.

22. The party calls for a tactical retreat to their entry point into the enclave, so we can hold up, heal the best we can and plan for the upcoming assault. We retreat to the room and decide to set a *shield wall* using the *Mountain Shields*. Harmony swaps shields with Kelp, Mystery casts seeking on five arrows to allow Wasabi to go out the window to go after the *chanting* priest.

23. Mystery, Coral and Kelp form into the shield-wall, giving a *defensive harmony* effect and added magical shield bonuses. Mystery operates the *Minor Globe of Invincibility* function. Multiple humans enter through the door and confront the shield-wall. Two *Displacer Beasts* come in from the balcony after two ogres had broken down the door with the oars. An ogre follows through as well. The party starts to hear a crashing on the roof and bits of ceiling start to fall. You realise that the ogres outside must be trying to bash in the roof. After a few rounds, the ogres create a hole in the roof and enter the room.

24. Coral is reduced to zero hit points and is trapped under the body of a slain displacer beast. Harmony was knocked down by one of the ogres jumping through the roof, she *phases* and the rest of the party flees out the window to the safety of the water below. Two dwarven crossbowmen are covering the window that the party plan to escape from. Kelp is hit by two critical hits as she jumps out of the window and is reduced to -9 hit points. Luckily, Jingo is on hand to stem the bleeding as the rest of the party splash down. We swim away leaving Coral to the whims of the invaders of The Enclave.
25. Kelp is given a *Potion of Healing* from Mystery to bring her back to 1 hit point. We consume the six *Potions of Extra Healing* to bring us up to full health. Kelp is weak, Coral is lost, we don't have many spells and The Enclave is on full alert. What to do? Swim back up the shitter, or rest?
26. Harmony *phases* and re-enters The Enclave. There is no sign of her in the room we fled. She returns to the party and reports that she was unable to locate Coral. This means we are left with no choice but to leave for a safe place to rest and learn spells for a rescue mission. We all secretly hope it is not a recovery mission. (DM's note: I don't recall this. If she did re-entire the enclave, enough time would have past for Coral to be removed from the scene).
27. We swim across the bay to what we hope is a safe beachhead and set up a rotating guard. Wasabi and Harmony, as the only non-spell casters get the majority of the watch. In the morning, Kelp is fully recovered and she tries to use the *Forest Oracle knowledge* gain by the tattoos on her head. She asks

What is happening at The Enclave? The answer –

'You have stumbled across a battle between two very ancient and powerful enemies

One planning, working in secret to build a weapon to give power over the other.

The other became aware of their plans and is working to obtain this weapon.

You have found yourselves in the middle of a turf war.

How do I access the spells in Meralox's spell book? (Focus Andrew! Your other character may be dying!) The answer –

'You have asked this before. You need a spell filcher. You can find one in the Great City.

Are the two ancient powers evil? The answer –

Evil things are done by all in war.

28. One of the party suggests asking if one of the ancient enemies is mind flayers but the party changes there mind. Unlucky!

29. We learn a full complement of spells and plan for a pre-dawn raid to rescue Coral. We swim to 300 yards and can see the enclave awash with light and apparently alert. The party come on shore 500 yards away from the enclave. It is agreed that Wasabi, Jingo, Kelp and Mystery will use *Etherealness* to enter and scout. Harmony will wait for a turn and the will phase and move to the roof of the guard tower.
30. Wasabi, Jingo, Kelp and Mystery explore the enclave in the pre-dawn via the *boarder ethereal plane*. They find there is an ethereal barrier around the centre building and below. As we explore the ship that crashed into the dock, we walk into an anti-magic area on the third deck – automatically blinking the party back into the *prime material plane*. Bugger, bugger, bugger! All pre-cast spells and potions are lost. (DM's note: This room was used by the Hunters to bring dangerous magical creatures to the island. Sean complained that I was being unfair. Just to prove that I wasn't deliberately trying to stuff the party, below is an excerpt from the module:

7 Anti magic room

This door is open and three big padlocks lay on the ground (no keys in sight). The wall is lined with manacles and other assorted devices for restraint.
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No magic works in this room, including the space it occupies on the ethereal plane. Anyone who walks in here will find potions destroyed, spells dispelled and magic items not working.

31. The party cast another *Etherealness* spell. They make their way to the guard tower. The party's aim is to materialise and surprise the guards. Wasabi is left on the level underneath the guards. It is a risky move as the room is dark and they have no idea if he is standing in a wall. Someone casts a silence 15' rad on a coin and gives it to Wasabi. The idea here is that he can open the trapdoor without sound. The others take positions on the next floor up behind the guards who are focused on events outside the tower.
32. The party materialise and attack the guards. Wasabi opens the trapdoor to only find out it is a mimic. The two of them crash to the floor. It takes a round or two for Wasabi to break free from the mimic and race up the ladder to the major battle.
33. Harmony uses her dagger to repel into the area. She stabs the dagger into the side of the roof and swings in. She breaks a "Glyph of Warding" and is paralysed. Luckily the ring on the dagger stops her from falling over the edge. Unfortunately she is left paralysed swinging in the breeze like a pinyana. She is in danger of being shot from the other rooftop (where the ballista is). She phases out for a few rounds (while paralysed). She has to unphase or pay the PSP costs. She rephases in and luckily falls inside the tower and not over the edge.
34. Mystery used the nets on her Trident a couple of times. Someone casts a spell that causes one of the guards to drop over the edge and run away.
35. The party take the tower but are being pinned down by the ballista and other fire (including a wand) coming from outside. There is a standoff for quite a few rounds. Long enough for all negative spell effects to wear off the party. Someone in the party calls out "We just want our friend back". This opens up a dialogue with your attackers. The party demand the return of their comrade Coral and all her possessions. They also call for the release of any other

persons held or hidden. The attackers want you to leave the enclave and not to return. You agree.

36. Three kids were in hiding in the barn. They join us after a booming voice calls for anyone in hiding to come-out as they are granted safe passage.
37. We left the tower and retreated to the edge of the clearing around The Enclave. After a lengthy wait, Coral and her possessions are lowered outside the enclave. Coral makes her way to the forest edge. She seems dazed and confused.
38. The kids were very scared and we ask them to tell us what they saw. All the stories were different and confusing, mixed-up by their fears and imaginations. They give different accounts of hearing voices that scared the children. One child described it as “sounding like thunder”. The other child said “it sounded like barking dogs”. The last said it sounded like his mother when she was angry. You piece their story together and believe the mysterious figures behind these events are planning to release a contagion onto the island that will kill all life on the island within the next few days to a week. You decide that you better get back to the village and warn the villagers.
39. The party and the three children travel back to Tonsberg to tell them of the impending ‘disaster’ and the need to evacuate island. Runners are sent to the other outposts on the island to warn them. Work is frantic on the Sea Pearl to finish the final whalebone mast in time. When the mast is raised, the ship leaves with as many people off the island as possible. Unfortunately, you think that some may have stayed around the island as they may not have believed your story.
40. You are all on deck trying to see to that everyone and everything is stowed safely. In the distance you see a purple glow from the island that gets brighter and then there is a sudden flash of purple. The people who were sceptical about your story have just become believers. Morale is low on the ship.
41. You take about two weeks to get to the Great City. You stop off at various islands on the way and drop off some of the refugees. On the way you do some quick trading. There are still quite a few with you when you get to the great city.
42. During the journey to the Great City, Mystery uses the weather control device on the mast to lock in three favourable weather patterns.
43. Just before arriving at the Great City, Coral seems to have a great burden lifted from her. She says that she has been fighting a mental battle to try and break some sort of hold on her that was stopping her from telling her story. She reveals that the mysterious force behind the attack on the enclave were Mind Flayers. She also reveals that they had experimented on her and tried to turn her into a mind flayer hybrid. She has managed to thwart their plans and has been able to keep her identity. She has been changed. Her psionics are stronger and there are some physical changes (see separate Game summary for Coral’s story).

Appendix A - Sea Pearl Treasury

All in gold pieces. Unchanged from previous game summary.

Ship treasury currently holds:1239 gp

Income	Costs
5000 (party contributions)	20 (shore party @ Dropoff village)
300 (Inker items, fish @ Dropoff village)	4 (crew @ Dropoff village)
	300 (cargo @ other islands before Sift Island)
	200 (passage with Captain Hollis @ Sift Island)
	12 (crew at Sift Island)
	2700 (arcane powder @ Fishside)
	38 (crew @ Fishside)
	38 (existing crew - shore leave bonus @ Fishside)
	65 (marines @ Fishside)
	684 (sale of cargo @ Fishside) 50 (donation to St Cuthbert church @ Tonsborg)
	8 (Tonsborg long-house)

Appendix B - Island Information

Dropoff Island

Town: Drop Village
Population: 100
Village Leader: Musign
Industry: Fishing, carpentry, blacksmithing
Location: The Moonshae Isles. NNE of Mintarn Island in the Korinn Archipelago

Sift Island

Town: Knuckle Ridge.
Population: 200 permanent 400 during Calms.
Industry: Timber, Fine Woodwork, Paper, Glass-blowers, small port a good place to join a small convoy.

Appendix C – Current status of Sea Princesses' armour and weapons

Arlotte's Trident (Mystery)

Trident powers

- +1 *wisdom*
- +2 *trident*
- Shoot net from each prong once per day

Staff powers

- Act as holy symbol
- *Reflecting pool* can be cast on liquid in container
- +2 to all saving throws
- wielder can communicate telepathically when in altered state
- all cure spells d4+4
- when on holy ground – minor access spheres become major
- *Nap* (1 charge)
- *Neutralise poison* (1 charge)
- *Heal* (2 charges)
- *Remove Fear* (1 charge)
- *Remove Paralysis* (1 charge)

Fairwind of the Waves Rapier (Coral)

- +1 to charisma
- +2 to hit and damage
- 20% magic resistance
- Can change into any bladed weapon
- One extra attack/round for special attacks (such as blocks, disarms, traps, trip, etc.)

Farflown the Dagger (Harmony)

- +1 dexterity
- Exceptional weapon (+1 to hit and damage – not magical)
- Acts as a dagger of throwing
- Spider line

Marasotte's Staff (Kelp)

- +1 intelligence
- Exceptional weapon (+1 to hit and damage – not magical)
- *Detect magic* once per day
- *Light* once per day
- *Identify* once per day

Sea Elf Scale Mail (Mystery)

+2
30 PSP

Sea Elf Scale Mail (Harmony)

+2
30 PSP

Sea Elf Scale Mail (Coral)

+2
30 PSP

Sea Elf Scale Mail (Kelp)

+2
30 PSP

Appendix D - Red Flags

Fighting Withdrawal - movement? How fast can you move?

Answer: You can make a half move then in the next phase make another half move. You cannot take any other action that round.

A fighting withdrawal is a half move action. You cannot attack or cast spells. You move half your movement rate.¹ This leaves you half a move to continue moving if you wish.² My interpretation is that if you withdraw, you cannot attack in the remainder of that round (even if you are moving magically (such as flying for example)). There is a discrepancy with half moves and attacks. One section says that you can attack and then half move, which is in contradiction to another section.³ For my game, we will continue to play that you can move and then attack. Not the other way around.

What is the difference between withdrawing and then moving and straight moving? If you withdraw then move there are no attacks of opportunity and you cannot attack that round. If you move (without withdrawing), you can do a half move and attack, or a full move, BUT you create attacks of opportunity.

If you are in combat and you opt to withdraw before initiative and your enemy was going to attack, you make a half move in your base phase and another half move in the following phase (if you chose to). If your opponent wants to pursue you, they need to change their action which would mean they would have to start pursuing you at the end of the round.

For example:

Scenario 1:

Mystery has a movement of 12 and wishes to withdraw from an ogre attacking her. The Ogre has a move of 9. Mystery wins initiative moves 3 squares in the fast. The Ogre does not get an attack of opportunity. Mystery decides to keep moving away from the Ogre and moves another 3 squares in the average. The Ogre would normally attack in the average but has to wait now till the very slow to chase Mystery.

Scenario 2:

Mystery has a movement of 12 and wishes to stop attacking an ogre and move and attack a displacer beast which is 3 squares away. Mystery wins the initiative and moves 3 squares to the displacer beast. However, the Ogre gets an attack of opportunity and hits Mystery. She fails her knockdown save and is prone before she can move.

Scenario 3:

Mystery has a movement of 12 and wishes to stop attacking an ogre and move and attack a displacer beast which is 3 squares away. Mystery wins the initiative and moves 3 squares to the displacer beast. However, the Ogre gets an attack of opportunity and misses. Mystery attacks the displacer beast in the average. Mystery normally gets 2 attacks a round but because she half moved she only gets one. The Ogre would normally attack in the average but has to wait now till the very slow to chase Mystery.

¹ Combat and Tactics p.27

² C&T p.20

³ C&T pp. 24&20

Kelp and Coral psychic “twins” connection.

Answer:

Coral now has the ability to *Send Thoughts* ONLY to her twin Kelp (normal PSP cost applies). This means that the minds between the two twins are permanently open and cannot be closed. Kelp, who already had this ability, can still send thoughts to anyone as per the rule.
