

# The Rackma Gambit

Dungeon Master: Ivan

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

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## Part 1:

### Magic items and treasure distribution

1. The distribution of magic items and treasure is considered to have occurred prior to the party sailing with the Forest of knowledge with the Treant Tneil.
2. Following the distribution of half the treasure found on the *Black Pearl* to Captain Hobb (all the cargo) and half the treasure found in the *ice cave* to Shrub (22,000 gp value), the party is left to divide the spoils. Each of the five party members is allocated 3,500 gp value of coins and 1,700 gp value in gems.
3. All magic items are identified and distributed by unanimous agreement, as follows:

#### Harmony:



*Illustration 1: Harmony*

- Potion of Healing
- Potion of Extra Healing
- Heavy Crossbow of Speed +1 and 10 bolts +1
- Wand of Flame Extinction (command: "flame off") - 43 charges
- Three Mountains Shield +1 (+3 in shield wall; casts *Defensive Harmony* 1/day when in shield wall)
- *Sea Pearl* Athorite Pendant (also allows wearer to use 'teleporting rings' on the *Sea Pearl*)
- *Sea Pearl* Platinum Pendant.

#### Mystery:

- Potion of Healing
- Potion of Extra Healing
- Keoghtom's Ointment: 5 applications
- Ring of Truth
- Three Mountains Shield +1 (+3 in shield wall; casts *Minor Globe of Invulnerability* 1/day when in shield wall)
- *Sea Pearl* Electrum Pendant



*Illustration 2: Mystery*

#### Coral:

- Potion of Healing
- Potion of Healing
- Potion of Healing
- Priest Scroll (*Know Customs* P3; *Augury* P2; *Light* P1 @ 9th level)

- Three Mountains Shield +1 (+3 in shield wall; casts *Protection From Normal Missiles* 1/day when in shield wall)
- *Blizzard Shield* +2 (medium shield – also acts as a Ring of Warmth)
- *Sea Pearl Silver Pendant*

#### Kelp:

- Potion of Healing
- Potion of Extra Healing
- Exceptional Javelin (non-magical; can be enchanted; gives +1 to hit/damage)
- *Buckner's Spell Book* (written on loose parchment. *Mirror Image* W2; *Levitate* W2; *Magic Missile* W1; *Wall of Fog* W1; *Armour* W1)
- *Merralox's Spell book #1* (trapped and kept in the strongroom)
- *Merralox's Spell book #2* (trapped and kept in the strongroom)
- *Merralox's Spell book #3* (trapped and kept in the strongroom)
- *Sea Pearl Gold Pendant*
- Ring of the Ram – 6 charges



*Illustration 3: Ring of the Ram*

#### Wasabi:

- Dagger +1
- Dust of Dryness: 5 pinches
- Exceptional long sword (non-magical; can be enchanted; gives +1 to hit/damage)
- Potion of ESP
- Potion of Healing
- Potion of Healing
- Potion of Extra Healing
- Potion of Extra Healing
- Potion of Heroism
- Potion of Negative Plain Protection
- White Dragon-skin Leather Armour
- *Sea Pearl Copper Pendant*

#### Group:

- Oil of Timelessness: 7 applications
  - Statuette of Extra Dimensional Space
  - Oil of Impact (1d4+8 – blunt weapons): 5 applications
  - Carpet with permanent illusion of crates
  - 6 columns (in ice-cave – allows teleportation from vault using *Sea Pearl Pendants*)
4. After the distribution of treasure and magic items both Kelp and Wasabi are short of experience to enable further advancement of their skills. In desperation they look to sell some of their newly allocated magic items. Luckily for them, Shrub is looking to exchange some of his substantial newly acquired coinage for more portable commodities.
  5. Kelp negotiates with Shrub to sell the *Blizzard Shield* for 12,000 gp and a *Potion of Extra Healing* and a *Potion of Healing* for 1,700 gp. Shrub insisted that Kelp wear the *Ring of Truth* to show she was telling the truth about the items properties. When the deal is struck, Kelp is slightly less please when Shrub starts counting out copper pieces, proceeds to silver pieces, then electrum pieces before the first gold coin is sighted. The sale of these items enables Kelp to acquire sufficient experience points to progress in both mage and fighter classes.

6. Wasabi, who had lost several levels to the jagged claws of the wights, is keen to get them back. He knows that magical items can be lost or destroyed before you can say “Kia”, but the experience is priceless. He steps up to Shrub and offers a *Dagger +1*; *Potion of ESP* and a *Potion of Heroism*. Shrub is glad to offload more of the bulky coins for the items, especially as he is getting them at a substantial discount against their resale value. As he said afterwards - “*lawful good doesn't mean lawful nice*”.
7. Feeling quite please with themselves following their negotiations with Shrub, Kelp and Wasabi both walk up to the flask containing the *Oil of Timelessness* and declare that they have items that need an application. Wasabi nominates his white dragon leather armour and Kelp presents her treasured spell book. There are no objections and the items are given a restorative oiling. This coating gives each item +1 to saving throws and allows resistance to the passage of time - each year of actual time affects the substance coated as if only a day had passed. The maps and charts found on the ship are also coated in the left over oil from Kelp's spell book application, leaving 5 applications of oil.

## Part 2:

# Leaving the Forest of Knowledge

## Recap of the Gifts from the Oracles

(Descriptions given in this summary supersede previous summaries)

8. Harmony: **Weather control panel** for the *Sea Pearl*.
  - Panel must be placed at the base of a mast made of bone from a whale that died of natural causes.
  - This device will allow three weather patterns that the ship has experienced, to be stored and recalled. The weather pattern can be changed three times a day.
  - The chosen pattern stays in place around the ship of a radius of 20-100 yard from the mast holding the device. The distance is set on the panel and can be changed three times a day.
  - The panel has a bright blue gem at its centre surrounded by 12 smaller green gems. They must be pressed in a specific order to use the items functions, which effectively encodes the item.
  - Harmony was given these codes when she was given the item. The panel can be transferred to another ship but the same stipulations apply (i.e. the mast must be made from bone from a whale that has died from natural causes).
9. Mystery: **Planar door** on the inter-dimensional tear between the 'Doctor's' old quarters and the capstan.
  - The *door* can be opened from both side and will hold the inter-dimensional tear together - but not fix it.
  - The door can change in size from a small porthole to a set of double doors. The size of the door is determined by a magical key. The size of the door can be changed 3 times a day. The key will lock the door normally, but not magically lock it (like a wizard's lock).

- Magical wards and other security magic can be cast on the door without interfering with the magic.
- All things lost in the Ethereal plane are difficult to find but not impossible. There is a small chance that something may find the door and try and come through.

10. Kelp: **Compass of Desire** - with two needles.

- First needle always points to the centre of the Inner Hub (effectively creating a magnetic “North”, though this is not technically North) (DM Note: Some Captains will use different starting reference points when Navigating. This allows them to keep the record of their journeys difficult to trace unless you know the starting reference point.)
- Second needle acts as a super powerful *Locate Object* that points to what is being divined. This power can be used once per day, and lasts for 1 hour.
- Must be on the same plane of existence.
- Not blocked by any substance (though *Non-direction* magic may interfere with the locating).
- It takes one full day to tune the compass to a desired item. After that it only takes one round to activate, if looking for the same thing. If a new item is being sought, it requires another day to tune it.
- If it cannot locate anything that is vague (e.g. the best place to eat).

11. Coral: Ability to **commune with nature**.

- Coral must be in a natural environment. The stronger the area in nature, the stronger the commune will be. For example, while in the *Forest of Knowledge* (one of the 12 Oracles), Coral was able to ask in depth questions and was given detail answers. If she was in a back yard in a major city, she may get a grunt for an answer.
- Coral can ask as many questions as she can as long as she makes a saving throw vs. will power. Each subsequent question is made with -1 to her save (cumulative). The location may also apply penalties to her save. Once she fails a saving throw she can ask no other questions.
- If Coral uses the power more than once a week or at the same natural setting location, she must make a saving throw vs. Death Magic. Failure means that her conscious is absorbed into the *Forest of Knowledge* (similar results to picking the Void from a Deck of Many Things).

Given Coral had to have her hair shaved to have the *magical tattoo of a grape vine* applied, Kelp also shaved her head to maintain their identical twins appearance.

12. Wasabi (aka Guest Star): Is taught to use his Kia power silently and received the knowledge to become a **high master in the katana**. This enables him to:-

- increase weapon speed factor by one category
- score critical hits on rolls of 18 or higher rather than 20 that



Illustration 4: Treant Tneil

hit his opponent by a margin of 5 or more. Watch out - if you enjoy all your limbs!

- He was given instructions on the steps to become a Grand Master.

13. Each party member is able to immerse themselves in a special pool in the Forest of Knowledge that allows us to access the knowledge we need to train, with excess experience points used to charge the *Armour of the Sea Princesses* (see **Appendix C**).
14. We have progressed quickly from our time as initiates at the [Star Pearl Temple](#). The *Sea Princesses* and Wasabi are now:
  - Harmony - 5<sup>th</sup> level warrior / 5<sup>th</sup> level rogue
  - Mystery - 5<sup>th</sup> level priest of Corellian Lorethian
  - Kelp - 5<sup>th</sup> level warrior / 5<sup>th</sup> level mage
  - Coral - 5<sup>th</sup> level priest of Athena
  - Wasabi – 6<sup>th</sup> level warrior

## Preparing the *Sea Pearl*

15. Given that the *Sea Princesses* are on the run with a very substantial price on our heads, it has been prudent that we have assumed pseudonyms when dealing with third parties. Captain Hobb, Shrubbs and the crew of the *Crest Dancer* are asked to call the party by our pseudonyms. The surviving Crew of the *Black Pearl* only know the party by our assumed names:
  - Mystic (Mystery)
  - Storm (Harmony)
  - Foil (Coral)
  - Magellan (Kelp)
  - Wasabi (Guest Star)
16. Whilst the *Sea Princesses* see ourselves as equals, the crew of the *Sea Pearl* needed a chain of command. With her background as a mariner, providing +2 bonus on reaction rolls from sailors, ship captains, and aquatic races, Harmony was nominated as ships captain.
17. The chain of command for crew reporting on the *Sea Pearl* is:
  - #1. Harmony – Ships Captain. Referred to as Captain by the crew;
  - #2. Kelp – Executive Officer. Referred to as XO by the crew;
  - #3. Mystery – 2<sup>nd</sup> Lieutenant. Referred to as Professor by the crew;
  - #4. Coral - 3<sup>rd</sup> Lieutenant. Referred to as Doctor by the crew;
  - #5. Wasabi – Lieutenant Marines. Referred to as Major by the crew.
18. All the canons are removed from the void, where Rolt and the other powder-monkeys had been ensconced when resisting the wights, and replace on the gun-deck. Two are positioned pointing towards the portal door and the remaining eight are primed from action on the gun deck. However, we only have enough arcane powder for 10 shots.
19. Sleeping quarters are allocated to the *Sea Princesses* and Wasabi. The cabin with the time trap is left vacant. The captain's quarters are allocated to Harmony and also act as our private meeting place for discussions of our plans, fears and goals. All the captured charts, a great prize indeed, from the *Black Pearl* are stored in the captain's quarters for study and navigational purposes.



20. While the characters are onshore, Rolt acts as midshipman of the watch and Myfinger as boson. They advise that with the current limited crew of 20 sailors and missing main mast that the *Sea Pearl* is restricted to 2/3<sup>rd</sup> movement. They further advise that if in battle the crew may get one round of shot off and movement would be further limited, 1/3<sup>rd</sup> movement maximum.

21. The crews current experience level is 'green' (lowest to highest order is green; average; trained; and crack). The crew is somewhat disgruntled by being ship bound for two months and are keen to get under sail and find a port for some relief. The crews' morale is 8.

22. Whilst the *Forest of Knowledge* is a wondrous place, we know that with the *Black Knights* searching for us, we need to move on and ensure that it remains undisturbed. We consider what our main goals are:

- Find the whale bones to replace the mast;
- Get a full crew for the *Sea Pearl*;
- Meet-up with Captain Pellington in the *Great City*;
- Return the young dwarves (Forn, Tharl and Narl), Adrek's sarcophagus and the shields to the Three Mountains Kingdom;
- Foiling the machinations' of *Feramos*, *Crater* and the others;
- Finding information about the *Black Knights*;
- Securing the *ice cave*;
- Charging the weapons and armour of the *Sea Princesses*;
- Clearing our names.



Illustration 5: Black Knight

23. We decide that we need to concentrate on the short term goals of obtaining a new mast as we have no weather control capacity. We also agree to try and recruit additional crew along the way. Otherwise, we will likely end-up captured or sunk in the *Deep* before we can say 'is that a black metal ship?' On the final day before our planned departure, Kelp undertakes the initial incantation to point us towards the whale bones required for the new mast. However, the obscuring magic, that keeps the *Forest of Knowledge* hidden, means the needle spins wildly.

24. We bid farewell to Lenovo and point the *Sea Pearl* away from the beach with the prevailing breeze. We look back once more for a final wave. As his hand sinks to his side, there is a blinding flash and the island is gone. We find ourselves once more in the *Deep* and the ship battered by unfavourable weather. All eyes look to Coral and her staff. However her response is interrupted by...

## Part 3:

# There's Pirates on the starboard bow

25. ... a call from the lookout, "Land-ho". The Oracle has not left us to the mercy of the deep without hope; land is sighted in the distance with a light seen flashing. We break out the spyglass and estimate it is three hours travel. All hands are rallied and we set course towards the light. We find the seas change as we quickly move from *Deep*, to the *Spit* to the

*Shallows*. The sea was nowhere near as bad during the *Storms*, but without a mainsail mast, the ship takes a beating. The crew are on the bilges pumping out the water. We make it to the *Shallows* and the sea is calmer. We gravely concur that until we get a main sail mast we better stick to the *Shallows*.

26. As we near shore, a spyglass is trained on the beach and the source of the light is seen to be a humanoid figure waving a lantern. We drop anchor about 150 yards from shore. The figure waving the light is human and the light appears to be of a magical nature. The human prepares a small row-boat and along with two others they row out to the *Sea Pearl*. A brief parley occurs where we are advised we are at *Dropoff Island* (see Appendix B). Harmony requests that a meeting occur on the beach in the morning, an hour after dawn.



Illustration 6: Map: North of the Moonshae Isles

27. A study of maps and charts establish we are at the northern outer-edge of *The Moonshae Isles* in the *Centaurus Arm*. We retreat to the captain's quarters and Kelp concentrates on the *Compass of Desire* for the whale bones again. The needle points to the North West, possibly within a group of islands portentously know as *The Whalebones!*
28. In the morning the party are rowed to the beach to meet with the human. Coral stays on the ship so as to not reveal that the *Sea Pearl* contains beautiful identical twin sea elves and possibly giving clue to our whereabouts to our enemies. The human identifies himself as Jingo a devotee of *Delleb* and the village headman – Musign. Jingo indicates that he is seeking passage. He indicates that he is an expert in piloting and navigating in *The Moonshae Isles* and that for a fee he is willing to take passage on the *Sea Pearl*.
29. As a result of her family history as pilots, Harmony realises the value in the expertise that Jingo professes to possess. After some tough negotiations it was agreed that Jingo would pilot the *Sea Pearl* to *The Whalebones* and then on to *The Great City* at no cost. Confidentiality of the ship, crew and activities undertaken agreed. During the discussions it was suggested that the *Sea Pearl* consider offering protection to other ships conveys due to being armed with cannon.
30. Musign, village headman, sought to sell us local produce that the *Sea Pearl* could transport and look to on-sell for a profit. Kelp, as XO, also asked if there were any locals willing to serve as temporary crew. A ship treasury (see appendix A) was then set up with each of the *Sea Princesses* and Wasabi contributing 1000 gp, with the crew promised 50% of any profits from trade. Two inexperienced villagers joined the crew with an offer of 2 gp in advance, share in the 50% crew entitlement to trade profits, return to *Dropoff Island* and a further 2 gp on completion of contract.

31. With the crew of the *Sea Pearl* having been on ship for two months they are provided with the evening off and a shore party thrown, each crew member is also promised an additional 10 gp on arrival at *The Great City*, so they can really let their hair down. After being cooped up on a ship run by four beautiful women for months on end, the need to touch someone other than themselves can be easily understood.

32. The morning saw a few saw heads but course was set for the *Korinn Archipelago* with an aim of obtaining a full temporary crew. Jingo proves he is a human of his word – he is well versed in the trials and tribulations of sea travel and is an experienced pilot. Further limited purchases of goods for trade are acquired along the way.



Illustration 8: Mercury AKA 'Mouth'

33. We travel further through the *Korinn Archipelago* to a minor



Illustration 7: Port at Knuckle Ridge

idge on *Sift Island*. Anchored in the port, two 'Ships of the Line' are sighted. Jingo advises that this port is often a place where options to join a convoy can be arranged.

34. The party, except Coral who again stays on ship to obscure the existence of identical twins, alight from the *Sea Pearl* and went to the *Sand and Ash Inn* seeking to join a convoy. After eating, Harmony and Kelp (maintaining the pseudonyms of Storm and Foil) approached the captains table and spoke with Captain Hollis.

35. We attempt to negotiate joining his convoy as additional protection. Kelp takes the other XO outside to show them our mighty white ship. The XO is bemused as to what the colour has to do with anything about might, and mentally dismisses the party as empty headed pretty girls. Eventually, agreement is reached that the *Sea Pearl* will join the convoy under the protection of Captain Hollis for a fee of 200 gp. It is agreed that if the convoy is attacked, the *Sea Pearl* does what we can to assist safe passage. Harmony states that we are seeking a recommendation for a place to buy arcane powder. Captain Hollis offers to sell powder from his own store for 1000 gp per shot. We estimate this to be double the normal price and respectfully decline the offer.

36. As the party was preparing to leave the inn, Wasabi shouts he is looking for a 'few good



men' (he later tried to explain he was looking to recruit crew and besides there's nothing wrong with a bit of experimentation!). Wasabi's call is met with jeers and he is confronted by a drunken human hurling racial abuse. Standing behind the drunk are three very large, if somewhat stupid looking, heavies. Wasabi states that we are leaving and the taunts become louder and more venomous. Wasabi stops in his tracks and menacingly tells the 'mouth' that if it kicks off he plans to make sure 'mouth' is in a world of pain. One of the heavies throws the first punch and it's on!

37. Wasabi is standing toe to toe with the three heavies with 'mouth' behind. Wasabi uses his *kia* power (silently) to increase his strength to 18/00 and knocks down one of the heavies. He exchanges numerous blows on the other two taking many a punch to the head – but he somehow remained on his feet swinging. At this stage 'mouth' attempts to use psionics on Wasabi but without success. Well if he wants to play dirty, 'mouth' picked the wrong party. Kelp, who was standing behind Harmony at the captain's table, uses her considerable psionic powers on 'mouth', easily depleting all his PSP points and knocking him unconscious. Jingo uses his own, until this stage, secret psionic powers, to knock-out one of the heavies – who had just taken two mighty blows from Wasabi. To the excited onlookers it seemed as if Wasabi had achieved his second knock-down. Wasabi is knocked out. Mystery uses her considerable charms and successfully casts a *charm person* on the heavy who was just getting up from Wasabi's first blow. Mystery pleads with her newly enamoured friend to stop the fighting and the heavy tackles his last standing mate. The last standing heavy is taken out by a psionics attack. The onlookers think that the bookish Gingo has knocked out a burly heavy. Harmony noted this turn of events took the smirk off Captain Hollis's face. Maybe we aren't just a bunch of pretty girls. On his way out Wasabi took great pleasure in crafty parting shot to 'mouths' big mouth.
38. Kelp took the opportunity to extend our offer of crewing vacancies to all in the inn and to smooth the waters gives the innkeeper 20 gp to cover any damage and to shout the bar. This has some effect and 2 sailors agree to join the crew. Kelp instructs them to settle-up their affairs in *Knuckle Ridge* and to be at the dock at first light.
39. The next morning we find not only the two recruited crew waiting to board ship but an additional four sailors who had reconsidered the opportunity to take up a well paid temporary assignment. Kelp is well please. As we go through instructions to the new men regarding the ship a messenger attends the dock and delivers a package marked to the attention of the captain of the *Sea Pearl*. Harmony called upon her psionic powers to heighten her senses before the package was examined and a familiar scent was detected – *arcane powder*. The package contained one charge of power with the compliments of Captain Hollis.
40. We survey the flotilla assembled by Captain Hollis for the passage to *Fishside*. Apart from the *Sea Pearl*, we sight Captain Hollis's galleon, 2 corsairs, 3 buccaneers and three merchant ships that had paid for protected passage. We set sail and experienced benign weather without incident. On the afternoon of the third day, Jingo shouts from the crows-nest that he



Illustration 9: Bile's Fury standard

had sighted a ship in the far distance. He yells that the ship is flying the standard of - *The Bile's Fury*! Crap, pirates! Double crap!! Isn't that the ship that shot up the *Resolute* before we signed on with *Captain Pellington*?

41. Myfinger signals to Captain Hollis that we have sighted pirates. Jingo must have very good eyesight for a human as it takes Captain Hollis and his crew several minutes before they can make out even the smallest details. 'All hands on deck' cries the ring out from all the ships. *Vile Rancor* is one notoriously mean-assed bastard. His crew of outlaws and cut-throats are rumoured to be not much better.



*Illustration 10: Captain Vile Rancor of the Bile's Fury*

42. Along with the *Bile's Fury*, travelling towards our flotilla, under oars, were 3 wolf ships. We outnumber them, but with the merchant ships unarmed, the *Sea Pearl* missing our main mast and the deadly heavy canons on the *Bile's Fury*, we may be in trouble! Harmony tells Myfinger to signal to Captain Hollis that the *Sea Pearl* will fight when we can but that we will shepard the merchant ships to safety as our main aim. Captain Hollis acknowledges and signals that he has a trick or two up his sleeve.
43. During the ensuing battle (using the *Man O' War* sea battles rules) the following highlights occurred:
- Captain Hollis had over the years embedded a saboteur on the *Bile's Fury*. The saboteur was able to poison the water on the *Bile's Fury* resulting in a fifth of crew being incapacitated. The saboteur paid the ultimate price for his actions and his body was seen swinging from the main mast of the *Bile's Fury*.



*Illustration 11: Sea battle - those canons are deadly!*

- Captain Hollis was sunk by the *Bile's Fury* and was lost at sea;
- One wolf-ship sunk;
- Following a lucky wind change, the *Bile's Fury* was caught sailing into the wind and was stopped dead in its tracks. While it had all cannons blazing, it was caught in range of multiple attacks and was eventually sunk. *Vile Rancour* was captured by the *Sea Pearl*.
- One of our Buccaneers sunk by a wolf-ship;
- Fire on one of the corsairs suffered severe fire damage and would have sunk bar for a few luckily die rolls



*Illustration 12: fire, fire!*



that meant the fire didn't spread to the sails and suddenly went out;

- *Sea Pearl* lost the foremast and two cannons, meaning only one mast remaining;
- Remaining two wolf-ships captured;
- All three merchant ships survived undamaged.
- The *Sea Pearl* fired 4 broadsides.

44. Therefore, after a tight run battle we emerged victorious. Although the loss of Captain Hollis's galleon was mourned, we knew that we had emerged relatively intact with two corsairs, two buccaneers, the three merchant ships and the *Sea Pearl* able to continue on our journey to *Fishside*.
45. The party were awarded 34,000 XP, made up of 10,000 XP per merchant ship that survived and 1,000 XP for the four other surviving ships.
46. After the battle, while the damaged ships were being made ready to sail, Harmony declared that she wanted the *Bile's Fury's* standard as a trophy. While it was considered to be a risky venture, arrangements were made to mitigate the risk by Jingo casting a *Locate Object* (P3) and an undisclosed ability to appease fate. These actions have the desired effect and the *Bile's Fury* standard is located on the first dive to the wreck by the Sea Princesses (good roll by Sean) and put in the Captain's cabin on the *Sea Pearl*.
47. The success of the flotilla is marked by a double allocation of rum to the crew of all surviving ships. With Captain Hollis lost, discussions were held with the leader of the Korinn Corsairs regarding ship repairs, travel to the *Whalebones Isles* and the fate of *Vile Rancor*. It was agreed:
- the Korinn Corsairs would keep the two captured wolf-ships;
  - the *Sea Pearl* would be repaired, except for the missing masts (due to the need for whale bone construction – Oracle do not allow wood to be used if the weather control panel is to work);
  - damaged canons on the *Sea Pearl* replaced;
  - *Sea Pearl* escorted to *Whalebone Isles*;
  - agreement to negotiate possible future ventures together.
48. With the loss of Captain Hollis's flagship, the leader of the Korinn Corsairs seeks our consent to being credited as the major contributor in the capture of *Vile Rancor*. They argue this gives them an increased reputation for charging fees. We can see the benefit of this deal for ourselves as we get our ship repaired and avoid drawing undue attention to ourselves and the *Sea Pearl* while it is not at full strength. The remnant fleet then limped into *Fishside* and *Vile Rancor* is marched, in shackles, through the town to be handed over to the authorities. The mood in the toy is joyous and that party talk up the heroic role the Korinn Corsairs played in bring down such a notorious and dreaded pirate.

## Part 4:

# Where are the whale bones?



49. The *Sea Pearl* is taken into dock for repair and the purchase of arcane powder (2,700 gp for three broadsides - taking our total to 10 now). With *Vile Rancor* in custody, the number of sailors willing to take temporary commissions. Kelp is able to hire 19 crew for the fee of 2 gp up front and 2 gp upon arrival at the great city, giving us a total of 40 crew. All crew are asked to undertake an oath of confidentiality and faithful service. Mystery sits quietly at the back wearing her *Ring of Truth*. She is able to tell if anyone taking the oath is lying and a few undesirables are rejected from the crew intake. All existing crew also take the oath and all are found to be of true heart.
50. The crew are given shore leave and a 2 gp bonus and they celebrate the great victory hard into the night. Wasabi was able to recruit four marines, made up of three 1<sup>st</sup> level (human) and one third level (half-elf) fighters. Each is recruited until the *Sea Pearl* reaches *Great City*. Agreed fees are 130 gp with 65 gp paid up-front and they also take the oath in front of Mystery. While the *Sea Pearl* is under repair, we are able to sell the merge cargo we are carrying for a reasonable profit (84 gp). Coral also undertook intensive study of heraldry to help identify ships encountered.
51. The shipwrights are puzzled as to why we refuse to have the mainmast and foremast replaced. This is overcome by saying '*it is the will of the gods.*' They scratch their chins but nod knowingly – priests always have their hand out for something citing 'will of the gods!'
52. *Fishside* is bid farewell and a tow-line is attached to one of the Korinn Corsairs to aid the *Sea Pearl* to travel above third speed. After three days we reach the lee of the *Whalebone Isles*. A bearing is taken on the *Compass of Desire* that points due north. A further half day sailing allows triangulation that points to the second of two islands initially indicated. The Captain of the Korinn Corsair's shouts that he has fulfilled his agreement and cuts the tow-line. He confirms he is setting a course for *Great City* in about a week. We thank him for their assistance and wish them safe passage.
53. We travel between the islands following the trade routes to *Tonnsborg* village on *Dreadmore Island*. On shore we are met with a small delegation of villagers who enquires as to our purpose in visiting their small island. We advise that we are searching for whale bones that have died of natural causes. A wizened old fisherman asks '*as in harpooned?*' We shake our heads and say they must not have died at the hands of any creature. All have a puzzled look and ask why? We point to our ship and the two missing mast and say that the '*will of the gods*' is we have to use whalebones to replace all our masts. We are then taken to see *Old Sid* who tells us a tale of a mass stranding of whales over 50 years ago. He tells use that the whalebones are strong and had been wrought into the village into all manner of items (buildings, knick-knacks, furniture etc).
54. The party, *Father Ted*, *Old Sid* and a group of artisans then retired to the long-house. We can see that our request has sparked interest in how it could be done. Each of the artisans is putting forward suggestions that are debated and challenged. We decide that we understand little of what they are discussing and say that we are retiring to the *Sea Pearl* and will return in the morning. We set-up a tab at the bar for our new friends and we quietly slip out.
55. The next morning we return to the long-house to find the small group of artisans had been passionately discussing options throughout the night. It was not until Mystery used a granted power from Corellian Lorethian and casts an *Idea* that a workable solution, using the vertebrae with interlocking connections, is found. *Father Ted* announces that the artisans of

*Tonnsborg* will make our whale bone masts. He says that each villager will bring all whale bone items in their possession for assessment that it is from a whale that has died of natural causes and that it is suitable for incorporation into one of the three masts. The party uses the *Compass of Desire* to locate the whalebone suitable for the cause, taking two days.

56. With a glint in his eye, *Father Ted* announces that the construction will take two months to complete and will cost 50,000 gp! 10,000 gp for labour and 40,000 gp for the whale bones. Half paid up front with 3000 gp weekly instalment for the balance. Once again the slick small-toners took us for all we were worth.

57. Harmony, Mystery, Wasabi, Coral and Kelp all dig through their treasure and give 10,000 gp each. The twins combine funds to make their full contribution and any tokens offered are only credited at half nominal value. The people of *Tonnsborg* have never seen such an influx in cash and the talk of pimping their rides is constant.



58. During the two months the party undertakes a number of activities:

- Wasabi undertake martial arts training with *Father Ted*; *Illustration 13: Ching ching!*
- Kelp trains to become proficient in the use of a medium shield (DM Note: a decision made by the party when Andrew was away)
- Coral uses the *Compass of Desire* to locate the general location of the *Black Knight* (10 to 13 detected) and of the *ice cave*. Coral teleports between the *Sea Pearl* and the *ice cave*. She triangulates the locations using *Jackson Port* and *Ballast* as constants. The general locations are charted on our maps.
- Jingo works with Harmony and Mystery to teach them cartography;
- Mystery also studies navigation and with her high wisdom proves to be very adept.

59. With the two months almost up, the masts have been completed and are ready to be raised. This is a major undertaking and all the villagers are co-opted into raising all three masts. As the main mast is fastened into place, Mystery puts the *weather control panel* in place. With a shimmer of powerful magic the whale bones appear to fuse slowly together and into the deck of the *Sea Pearl*. We look on in awe and wonder is this means that we now may have a self-healing ship.

60. While we are discussing how the work is progressing smoke is seen rising from across the isthmus of *Dreadmore Island*. The villagers of *Tonnsborg* drop tools and ropes. They are concerned family and friends are in danger and start preparing to travel across the island. The party are concerned that this will put a halt to our mast installation for about a week. Harmony steps forward to *Father Ted* and offer to investigate - if the villagers continue installing our masts.

61. The offer is accepted and preparatory spells are cast, including:

- Coral casts two *Invigorate* (P3 – speciality spells of Athena). This gives herself and Harmony an additional 15 and 20 hit-points respectively, for five hours;

- Kelp casts *Cats Grace* (W2) on Wasabi to increase his dexterity. This means when Wasabi uses his 'kia' power his movement and attacks go to the very fast phase.
- Kelp also casts *Strength* (W2) on Wasabi taking his strength up to 18/40 for five hours.

62. The party walks cautiously along the island track. Halfway across the isthmus we sight a ruin on the hillside and a large number of crows and other carrion birds. We decide to investigate later and continue on to the village.

63. Roll for surprise - *gargoyles!*



R SPEARS

*Illustration 14: Gargoyle*

64. We sight eight gargoyles swooping from above the trees. Harmony quickly unleashes a beautiful thrown of *Farflown the dagger* using the newly acquired *dagger of throwing* ability – clunk! Bugger, we need magically enchanted weapons to hit them (red flag – see



appendix D). We need time to adjust! Mystery then casts an *Entangle* (P1) 10' off the ground in the trees. All the gargoyles are encompassed by the twisting trees and plants. Four are stuck fast, for a turn (red flag – see appendix D), and four are able to move through at half speed.

65. We reorganise weapons so that all party members have a magical weapon, even if it is just a knife. As the four gargoyles finish climbing through the tangle of branches they are met with a barrage of blows and bolts. Even though the four gargoyles are attacking with two claws a bite and a horn, they find the *Sea Princesses* are not without tricks of our own. They find the hidden *Sea Princesses armour* hard to penetrate. After a few rounds the four gargoyles are easily dispatched.
66. At this point Harmony starts marching up and down underneath the tangled mass of trees shouting at the four stuck gargoyles to see what happened to their fellows and to give up and leave this island and never return.
67. We place ourselves under the trees where the gargoyles are stuck waiting for the *Entangle* duration to end. As the *Entangle* unravels the gargoyles swoop rather than drop and three attack Jingo in unison and one cowers in the trees. Jingo is not as well armoured as the *Sea Princesses* and takes substantial damage and falls to the ground unconscious. The rest of the party charges into position and are able to destroy two more gargoyles. The final fighting gargoyle takes off in a run for its life and is quickly joined by the one that was hiding in the trees.
68. Mystery quickly tenders to Jingo and uses the *Heal* (P6) stored on *Arlotte's (Trident) Staff*. While Jingo is shaken from the voracious attack, he confirms that he is resolved to press on. We examine the bodies of the gargoyles and note that their arms and legs had manacles on them – curious!
69. We decide that with the two gargoyles still on the loose we should go back to the previously sighted ruins. As we approach four dead bodies are seen. The bodies are human, are covered in bruises and their faces are lined with deep scratches. Mystery uses a free spell and casts a *Speak with Dead* (P3) on one asking:
  - Q: What attached you? A: Gargoyles.
  - Q: Were you with the other villagers when the attack happened? A: No.

# Appendix A - Sea Pearl Treasury

All in gold pieces

Income	Costs
5000 (party contributions)	300 (Inker items, fish @ Dropoff village)
	20 (shore party @ 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 @ Tonnsborg)
	8 (Tonnsborg 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
- +1 to hit and damage
- 10% magic resistance
- Can change into any bladed weapon

## 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

## Sea Elf Scale Mail (Kelp)

+2



30 PSP

30 PSP

# Appendix D – Red Flags

## Spell duration

Spells with a turn or more duration during combat. Sean said that during combat spells with duration of a turn or more last for the entire combat. Ivan said only for 10 combat rounds.

**Decision:** All spells with durations expressed in rounds last for the exact same number of combat rounds. Spells with durations measured in turns last for the entire battle. If a spell measured in rounds is in the middle of its duration when the fighting begins, the balance of its duration runs in combat rounds.

**Source:** *Player's Options: Combat and Tactics.* Chapter 1 page 10

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## Charging Marasotte's Staff:

How is Marasotte's Staff charged for spells such a *Knock* and *Passwall* are not offensive spells cast at the wielder? See staff description in [Appendix A](#) of *The Tragedy at the Star Pearl Temple*.

**Decision:** Change of plans. Any spell of the same level cast in aggression can be used to re-buy a spell of the same level.

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## Magical Shield – can it be considered as a magical weapon to hit?

Can a character successfully hit a creature that requires magically enchanted weapons to hit by using a magical shield to *shield-punch* or *shield-rush*?

**Decision:** No. I base this on the idea of schools of magic. Protection magic is abjuration. Most offensive spells and invocation and the Heronious priesthood spell that gives non-magical weapons magical pluses is from the school of Alteration.

**Source:** *Priesthood description of Heironeous* and other spell descriptions.

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## Coral & Kelp in combat - identical twins.

Because Coral and Kelp are identical twins and dress the same, if they are involved in the same melee, and nothing has occurred that may make them look differently, enemies may mix up which is which at a distance (distance may vary depending on circumstances and conditions). This is particularly useful when one of them casts a spell and the enemy are targeting spell casters.

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## Psionics: Attacking an Open Mind of a Non-Pscionist.

DM is a little concerned that attacking psionically could overbalance the game. Therefore, **new house rule:** If you attack a Non-Pscionist and open their mind, they get a saving throw vs. Spells to see if they suffer the open mind effects (eg. Being knocked unconscious).

I am also considering placing other restrictions. My reasoning is some high level monsters do not have psionics. Under the current rules your 5<sup>th</sup> level characters could technically know out a Dragon in 2 rounds. This doesn't seem right, hence, adding a saving throw option.

## Possible portraits for Kelp & Coral :-P



Coral



Kelp

## Mystery and Harmony underwater



SEA PEARL

Mystery

Harmony