

Tissandra Dari, a merchant friend of the party, is trying to save her family's business. She is competing with the shady Gilded Front to secure a shipping contract. The prospective partner offers a deal: if she can get Top 3 in the Pelago Mercantile Regatta, he will sign the contract.

Gameplay

Each day, a ship can move 3 spaces, on phases named Morning, Afternoon, and Night, making a Speed roll on each phase. (1d20 modifying the roll at your discretion if the party has relevant skills.) On a low result, the ship accrues Delay (☒).

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With 5+ Delay, roll an encounter instead of moving the ship this phase.

A Rocky Start!

Mercenaries hired by the Gilded Front try to sabotage Dari's ship on the eve of the race, damaging it three times (3d4 damage.)

A new boat can be found easily, but it only has space for 4 boxes below, 3 above, and has +0 to speed rolls. Finding better alternatives is hard. If achieved, an alternative has 9 total box space, with 1d6 below decks, the rest above, and +1 to speed rolls.

If the ship is damaged, it takes 1d4 points of damage. Any amount of damage causes -3 to speed rolls. On an island, repairs are easily procured, healing 2 damage per day. On the go, a good mechanic can repair the ship for 1 damage per day of repairs, but a box of Wood must be spent to start the process.

- 1 or 2 - Roll for a Dangerous encounter.
- 3 - Rogue wave! Crew in danger.
- 4 - A huge coral reef straight ahead.
- 5 - The ship needs to turn to avoid pirates.
- 6 - Another merchant boat offers a trade.
- 7 - A wind sprite moves the ship capriciously.
- 8 - Strong winds loosen the above decks cargo.
- 9 - Spiderwebs have appeared in the cargo hold.
- 10 - Lightning hits the deck! Scramble to prevent ship damage.
- 11 - The morning mist is causing headaches and hallucinations.
- 12 - A lone triton raider tries to cut lines and escape with a box.

It's customary to mess with the other teams by undercutting their deals, planting false deals, getting crew members drunk, or even meaner "pranks". For each island, roll 1d6: On 4/5/6, The Gilded Front / Iron Mariners / Windfast Union coincide with the party. The crew can investigate about teams on the island to prevent mischief, or to cause their own. A successful interference reduces that team's final score by 1d10 gold.

- 1- All teams start on the same day, in Albracia (A), and have 28 days to trade around Pelago and return to it.
- 2- Each team must use a wind-powered ship with a maximum crew of 7.
- 3- Each team has a purse of 40 gold. All trading must be stamped by the Merchant Guild to prevent cheating.
- 4- The team who increases their purse by the greatest amount (in stamped sales), will be declared winner.

Mark each day as it passes below. The arrow indicates wind direction, granting a +4 on Speed rolls moving on that direction, or -4 against it. If the day marks X, the wind stalls and the ship can't move using sails. The party may use skills or seers to divine the next 1d6 days.

The final top scores are:
1st - The Gilded Front - 200 gold
2nd - Iron Mariners - 170 gold
3rd - Windfast Union - 150 gold

The party retains the accrued gold, plus 20 gold if they get first, 10 if second, or 5 if third.

Afterwards, the party advances up to 8 spaces through this zone in a day

There are eight kinds of goods regulated by the merchant's guild:
Wood, Grain, Nuts, Fruit,
Amber, Rum, Silk, and Tea.
Each good is shipped in a standard
size box, and can be bought
or sold in any island for
its Regular price
(with a little
work.)

However, some islands use Surplus or Demand price instead. Each island's Surplus is well known, but the Demand needs information gathering from the party (difficulty = distance to that island.)

While gathering information, the results are more vague. Instead of a simple "Island B is buying Amber", NPCs say: "There's a noble house in Island J that requires Silk" or "I hear there's a shaman in island N who's buying all the Amber"

- 1- Kelp starts creeping up the ship, controlled by a deranged sea druid.
- 2- Pirates, with a bounty for the party's ship.
- 3- A warlock in a raft. She wants to commandeer the ship to go after her mutinous crew.
- 4- The ship is listing! A saboteur pierced the hull!
- 5- Genoran battleship! The party is hailed for inspection. The commander accuses the crew of being Yopian spies and ties down the crew. A chance to escape will appear at night.
- 6- A manticore descends to viciously attack a crew member.

One of the boxes was contaminated by rapidly expanding fungi, causing the ship. Keen eyes can discern a humanoid figure inside.