## The Pelago Mercantile Regatta 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. Dari's best ship is fast (+3 to speed rolls) and has 6 storage below decks, and 4 above decks (1 storage = 1 box of goods.) Gameplay Each day, a ship can move 3 spaces, on phases (B) 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 $(\mathbf{X})$ . Speed Roll (+wind +ship +skills) With 5+ Delay, roll an +3 🏋 encounter instead of +2 🏻 3-8 moving the ship +1 🛚 9-12 this phase. 13-19 Clear all X During Morning or Afternoon in an island, Mark each day as it passes below. The arrow indicates wind the party may trade (see Buying and Selling.) direction, granting a +4 on Speed rolls moving on that A Rocky Start! र्केष प्रवा direction, or -4 against it. If the day marks X, the wind stalls Mercenaries hired by the Gilded Front try to sabotage Dari's ship on the eve of The party may use skills or seers to divine the next 1d6 days. the race, damaging it three times (3d4 damage.) Please! I need to get to F urgently! A new boat can be found easily, but it I'll buy your whole only has space for 4 boxes below, 3 cargo for double gol if you take me there! above, and has +0 to speed rolls. Finding better alternatives is hard. If $\times$ achieved, an alternative has 9 total box space, with 1d6 below decks, the rest above, and +1 to speed rolls. Ship Damage 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. The **Encounters:** Blessing 1 or 2- Roll for a Dangerous encounter. Arch 3 - Roque wave! Crew in danger. (+1 speed) 4 - A huge coral reef straight ahead.

**Buying and Selling Goods** 

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.)

The Root Maze

War

Box\Price	Surplus	Regular	Demand
Wood	3	4	6
Grain	4	5	6
Nuts	5	6	7
Fruit	6	7	9
Tea	7	9	12
Amber	8	10	13
Rum	9	13	16
Silk	10	15	19

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.)

> If the demand is in parenthesis, the good is considered too niche for the market: it's significantly harder to locate buyers for it.

While gathering information, the results are more vaque. 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"

Island Surplus Demand Wood Silk В Fruit Amber Grain Nuts D Nuts Wood Amber Fruit Silk Grain G Tea **Amber** Fruit Nuts Wood Tea Nuts (Silk) Amber Wood Grain (Fruit) M Fruit Nuts Ν Silk (Amber) 0 Rum Grain Wood Tea Q Tea Fruit Dangerous Encounters: Amber Rum 1 - Kelp starts creeping up the ship, controlled by a deranged sea druid. Wood Grain 2- Pirates, with a bounty for the party's ship. Grain (Silk) 3- A warlock in a raft. She wants to commandeer U Silk Rum the ship to go after her mutinous crew. 4- The ship is listing! A saboteur pierced the hull! Wood (Tea) Tea Nuts The commander accusses the crew of being Yopian spies and Χ Nuts (Amber)

Fruit

Amber

Wood

Grain

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

At the Finish Line

The party secures Dari's contract if they get in the top 3 results. If they defeat the Gilded Front, they cause a run that exposes their dark business practices.

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

## The Inner Circle

**Contest Rules** 

maximum crew of 7.

and the ship can't move using sails.

Weather

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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

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.

A strong clockwise current fills the inner circle, but it's a barren, dangerous zone. If the party enters this zone, they roll 1d8:

1: Three Banshees attack at night.

2: Upon leaving the zone, the ship has a Dangerous Encounter.

3: A flock of Wind Drakes seeking meat or fruits 4: A Whirpool that threatens to swallow the ship unless it's lightened by 1d4 boxes.

5: A chest threading water. It's a mimic. If picked up, it attacks. Otherwise, it sneaks in, copies a box, and waits to attack a lone target

6: Five saguahin attack with the first light.

7: The ship is pulled into a zone of tall rocks and rapid currents, requiring expert navigation to avoid ship damage. 8: A strange song causes one of the crew to jump ship, then three sirens

attack the unfortunate fellow.

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





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 successfull interference reduces that team's final score by 1d10 gold.

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ties down the crew. A chance to escape will appear at night. 6- A manticore descends to viciously attack a crew member.

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7- One of the boxes was contaminated by rapidly expanding fungi. 8-A tornado starts circling the ship. Keen eyes can discern a humanoid figure inside.

5- Genoran battleship! The party is hailed for inspection.



Roc

hunting

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.

## Interference: