

Mini Scenario 6

A Life on the Ocean Wave

Thoughts

- ***Flesh out the story of Calyptra.***
- Main purpose is to give heroes who go to meet the Sneak Wolf something interesting to do. Probably fairly short – there's not much opportunity to push the main plot. Also not all the heroes may go.
- Visit to Grapetown to pick up new Wineland Ancient cheeses.
 - Grapetown had a visit from the Bacchanal long ago – what could WB learn from it that might help her find her brother?
 - Kegtap Grapestamper is a scion of one of the main families – possible encounter for Walker? Although he's supposed to come from Olive Bough.
- The Zephyr Monks – see some naked men and women on flying carpets.
- Encounters at sea:
 - Sea monster. Ideas:
 - Giant whale(s). Use tail to capsize boat.
 - Good old fashioned tentacles.
 - A Bluestripe patrol. Probably best on the way back – do the heroes throw all their contraband overboard or try and bluff it out?
- The Sneak Wolf – Captain Tench. Learn something about the Middlelanders. Possible deal to invade Everway.
- Set up Wavebreak as possible future scenario?
- Batterheads – aggressive dolphins with thick forehead shields that ram boats that get too close to their calves.
- Snakeweed – snag the rudder. Anyone going in to clear them gets attacked by deathstingers (large extremely toxic tentacles. Crab claws and a tearing beak.)
- Large stupid flocks of birds that tear holes in the sails.
- Bubbles of steam. Create wall of mist.
- Bluestripe ships:
 - The King's Hammer
 - The Falcon – Captain Foxglove
 - The Blue Pearl – Captain Goodhope
 - The Deathstinger

The Plot

Opening: The heroes board the boat. Get them to decide on the equipment they take and what their plans are.

Decision: Do they go to Wineland and Grapetown?

Interaction: First encounter with the Falcon and Captain Foxglove on the way out of Shimmermoon Bay.

Action: Batterheads. The heroes must figure what's attacking, why and what to do about it (Three Trees will know, but may be busy).

Interaction: Catch sight of an Everway naval vessel. Point out how old and ineffective it is.

Conflict: Arrival at Grapetown. Persuade Shallows Greenglass (or someone else) to sell some cheese.

Progress: Learn something about a senior Everwayan that might be of interest to Captain Tench?

Interaction: Wishbone sees the satyr statue in Grapetown and may try to elicit the story of Calyptra.

Action: Snakeweed snags the boat. Anyone going into the water has to fight off deathstingers.

Interaction: Gateway Isle. See some naked Zephyr Monks.

Action: Passing the straits of Gateway Isle. Fast-flowing currents, possible danger of shipwreck.

Conflict: The Sneak Wolf and Captain Tench. Persuade him to give them the arms, glow cheeses and other goods from Middleland in exchange for information about Everway.

Progress: Perhaps strike a deal for an invasion.

Rising Tension: As the boat heads back to Everway, a Bluestripe sail appears on the horizon...

Decisions: Three Trees tries to dump the cargo. Do the heroes let him?

Climax and Resolution: Second encounter with Captain Foxglove. Persuade her that they have no contraband, or fight her off, or outrun her.

Leaving Everway

- The *Spice Runner* is tied to the dock on the Sunset River. Creaking ropes, a couple of inches of water in the hold.
- It is a bright sunny day. The sea sparkles.
- The stench of effluent in the Red River and the islands in the delta soon gives way to the fresher salt smell of Shimmermoon Bay.

The Spice Runner:

A3 (Tack against the wind)

E3 (Resist storm damage)

F3 (hard a' starboard)

W4 (Cross shallows)

- If Rathgard is present, he can use weather-working to ensure that the wind is in the right direction (on a very unlucky FC, he inadvertently raises a storm). Otherwise lucky FC required.
 - Decide which, if any, of the heroes are susceptible to sea-sickness. FC if they can't decide.
 - Also decide which heroes can swim.

An Encounter with the Bluestripes

- As the ship eases out into Shimmermoon Bay, a sleek-looking caravel with striped blue sails and some nasty-looking deck trebuchets approaches. Three Trees groans. "It's the **Falcon**. Captain **Foxglove** has always had it in for us..."
 - Three Trees can hide below decks if the heroes wish him to, but he suggests that he does the talking.
 - Rathgard can outrun her by creating a local weather-working. TT will advise against, as it

- will make Foxglove extremely suspicious. On an unlucky FC, R. overdoes it and tears a hole in a sail or snaps a sheet line.
- Slight can make the entire ship disappear, though this will not be easy if he is feeling seasick. Also Foxglove will sense that something is wrong on a lucky (for her) FC (Water 5).
 - Any suspicious behaviour will ensure a welcoming party of at least three Bluestripe ships when the heroes return. If Foxglove suspects magic, she will have Glimmer Crookstaff with her.
 - [Assuming heroes play innocent]. The caravel draws expertly alongside. It has a crew of about 20, all dressed in white-and-blue striped sailors' tops that match the sails. Several of the crew are casually hefting crossbows.
 - A short, florid-faced, large-bosomed woman with spiky black hair and wearing a captain's coat hails you.
 - "Why, if it isn't my old friend the *Spice Runner*! A thousand times I have run into you!"
 - If TT is present and doing the talking, she will ask about "my old sparring partner Granite" and tease him about being captain – "they must have been desperate!" She asks to be introduced to the new crew.
 - "A fishing trip. Of course. It's always fishing with you, isn't it? Fish, fish, fish. Though it's strange how you never seem to catch anything. And those nets don't smell of fish to me. More like cheese..."
 - "Well, in that case I'm sure you won't mind if we come aboard and take a look around." She turns and nods to her second-in-command, a tall man with fair curly hair and a beard [The heroes can spot their matching wedding rings and that they are married]
 - The search (if it happens) is quick and efficient, and turns up nothing (unless the heroes have brought contraband on board and Slight doesn't hide it). Foxglove asks how much money they are carrying. She will detect any obvious lies but won't do anything.
 - "Very well, you can go. Good luck with the 'fishing'. Don't do anything I wouldn't..."
 - The heroes will catch sight of a blue-striped sail on the horizon until they leave Shimmermoon Bay.

Batterheads

- The rest of the day's sailing is uneventful, until just as night is falling...
- [Ask what everyone is doing]
- BAM! There is a tremendous blow to the starboard bow of the ship that causes it to rear out of the water. Anyone fishing or up in the rigging gets to fall in if they get an unlucky and appropriate FC (e.g. Drowning in Armour, Exhaustion).
- Looking (cautiously) over the side will reveal a large blue-grey shape in the water, almost the length of the ship itself, that is circling for another attack. It comes up from below, striking the hull with a splintering of wood and making the ship rock and plunge.
- As it circles around, the heroes hear the characteristic eh-eh-eh and clicking of dolphins.
- On the following round, it is joined by another. Two more join in round 4. A final two will attack as the ship approaches the seaweed island.
- For each FC of an appropriate type (e.g. Body prevails), the ship takes structural damage. It will sink if it takes 3 damage.
- The Batterheads will be recognised by Three Trees from a story that he heard from sailors, in which a smuggler being pursued by an Everway privateer is rescued when the privateer is sunk by Batterhead attacks. On a good FC he knows that they may be protecting their young. On a bad FC he will know that they batter whales and other creatures to death.
- The Batterheads will leave off their attacks if the ship changes direction. Someone looking out may catch a glimpse of the seaweed island, a 25' wide structure made of woven snakeweed on which chewed bones can be seen. Three calves, a mere six foot long, are resting on it (their shields make them top heavy, so they sink if they enter the water too early in their lives. The adults splash water on them and toss food to them).
- The Batterheads will concentrate on the ship as the chief danger at first, but will turn their attention to any swimmers subsequently.

- Defence:
 - Flame can boil the water around her which will stop them attacking her and cause them to move to other parts of the ship (useful if it is damaged)
 - Harpoons (if the heroes thought to bring them). Arrows will have some effect.
 - Punching or stabbing them in the eye.
 - Grabbing a dorsal fin will effectively distract one. They will dive to throw their assailant off. Walker can probably endure the deep dive and the subsequent bends, but other heroes may not.
 - Fish Trader may do better in cat form (stronger and faster).
- If the heroes manage to kill one (good luck), the meat and oil can be sold for a considerable sum.

Batterheads

A3 (underwater communication)

E6 (dive)

F6 (battering attack)

W5 (co-ordinated attack)

Grapetown

- The second day of sailing is uneventful – see a few trading ships, a school of (normal) dolphins disports itself nearby.
- See several large caravels flying the pyramid flag of Everway and sailing in formation. They look imposing but have clearly seen better days, and they wallow in the water like fat cows. TT explains that they are part of the Everway imperial Navy and have not been taken seriously as a fighting force since the fiasco of the blockade of Ruby Sunset Island in 2337. They are escorting an Emerald ship that has just completed a state visit to Grapetown.

The Harbour

- The tranquil harbour of Grapetown hoves into sight just as the sun is setting over the rugged cliffs to the west.
- Grapetown is built along a steep river valley, a mass of white houses half-hidden in green vines, olive and poplar trees. A series of arched bridges over the rocky bed of the river join the two halves of the town together.
- The harbour is built to one side of the river and is separated from it by a curving stone wall. The entrance is marked by two 5' diameter magical glowing spheres mounted on tall stone pyramidal bases.
- There is the usual collection of fishing smacks as well as three larger and grander vessels. Boxes and barrels of goods are piled on the quay, covered with tarpaulins. There is a large stack of firewood to one side.
- [FC to see how well the ship is brought in]
- The harbour master comes out as you are tying up. He is **Stamp Grapepresser**, an elderly man whose entire body expresses weariness. He greets you politely - "A thousand times..." - but without a smile, and invites you to step inside while he fills out the paperwork. His office is neat and has a fire even though the evenings are still warm. Stamp asks your business in Grapetown, notes the name and type of the ship and asks for the harbour fee of 5 hefts per night.
 - Slight can spot (if he wishes) that Stamp considers his duty to be demeaning
 - Walker can spot that Stamp has problems with rheumatism. If he does something about it, Stamp is so grateful that he will waive the harbour fee.
 - Stamp can tell them about the local politics – the Vintners are in charge thanks to the rigged quadrilennial wine competition, the Greenglasses make the best cheeses and want to change things, the Spiralvines ("a strange family" according to Stamp) are the vine doctors, and the Grapepressers are the "general dogsbodies".
- The heroes can arrange for the boat to get emergency repairs if it has been damaged.

The Dancing Satyr Inn

- The road from the harbour winds up to the first terrace and the town square, a narrow rectangle built slightly into the valley. The town hall is off to one side and a road leads to the first bridge across the river on the other. Flights of steps lead up and down.
- The sound of water is everywhere – from the river to the left and from little trickling streams that run down the sides of the roads and steps.
- The back wall of the square is draped in vines. In front of it is a purple-stained fountain containing a statue of a dancing satyr holding two bottles. Three Trees explains that on First Pressing day the fountain runs wine rather than water.
- The Dancing Satyr inn is located up a flight of steps from the back wall of the town square. It is a pretty building with a shady courtyard covered in a vine trellis. The rooms are expensive (6 hefts each) but clean, and baths are available for an additional fee. The owner is **Vitis Greenglass**, a friendly and motherly woman in her fifties.

The Greenglasses

- Seeing the Greenglasses will have to wait until morning – TT can assure them that there will be no problem with timing, as they will not be able to get through the Gateway Straits until tomorrow evening anyway.
- The Greenglass house is off another square which has a frieze showing an imposing woman holding a bottle in one hand and pointing at a cowed looking satyr with the other. Beyond the satyr is a group of children. **This will be of great interest to Wishbone.**
- The entrance gate is a wrought iron affair (open during normal daytime hours) that leads into a courtyard with a stables opposite. The centre of the courtyard is dominated by a wine press. The gate has guards who eye you up suspiciously but do not try to stop you as enter.
- The main house is up a flight of stairs to the next terrace. It is a three storey white building, covered in the usual vines and built into the side of the valley.
- The imposing double doors lead into a wide entrance hall which is clearly designed to impress. A large staircase at the back leads up to a balcony, the walls are oak panelled and covered in paintings and tapestries. Tasteful sculptures and chairs are dotted about. As you enter, a graceful woman (**Anthesis Greenglass**) rises from a desk and asks your business. Three Trees says that they want to talk to Shallows Greenglass. Anthesis explains that he is out the back and rings a bell, which summons a servant to fetch him.
- Shallows himself proves an interesting contrast with the grandeur of the building. Male, 60s, shiny bald with white fringe of hair, dressed in work clothes with red and white stains of grape juice and whey. He comes in mopping his forehead with a lace handkerchief, apologises for his work attire and invites them into a side room to discuss business. He is accompanied by a woman in her forties who is wearing a sword. She is *Trellis Greenglass*, Shallows' daughter, and his killer if he reveals any family secrets.
- Once they are all seated and plied with wine, Shallows drops his bombshell – the Greenglasses are getting out of cheese-making so that they can focus on their "core business". So he can't sell them any cheese.
 - Slight will immediately detect that he is a frustrated man and that this is the cause of his decision.
 - Shallows is fundamentally honest, so will reveal the truth given very little persuading. The Everwayans don't like the cheese smuggling that goes on and they hold the reigns when it comes to the quadriennial wine festival. The next festival is next year and he wants to win it.
 - If the heroes persist, he will reveal that yes, he does have some left over stock of Wineland Ancient, but no way will he sell it. Slight can detect that this is a lie – he needs to money to bribe a Gold member to vote for his wine at the next festival. Even Rathgard's truth sense might ping.
 - Slight or Rathgard can persuade him to sell and they can acquire 20 Wineland Ancient cheeses. The cost is rather higher than normal, but given how rare they are about to become...

- Wishbone can ask about the frieze outside. Shallows will happily tell the story of Calyptra and the satyrs.

Should the heroes fail to strike a deal with Shallows, Three Trees will suggest that they talk to **Veraison Grapepresser** instead. He is not happy about this because the Grapepresser Wineland Ancient is a noticeably inferior product.

- The Grapepresser mansion is a little way out of town further up the valley. It is distinctly more rustic and poor than the Greenglass mansion - basically a large farm.
- Veraison is a short, sharp woman with a no-nonsense attitude. She has no time for politicking, recognising that the odds are stacked against her family. If told about Shallows' refusal, she will sell 20 Wineland Ancient cheeses at knock-down prices just to spite him. She also offers the heroes several sacks of raisins, sultanas and currants, a speciality of her family.

Gateway Isle

- The Gateway Straits are about 80 miles south of Grapetown, so it takes some 10-12 hours to get there. TT insists that they will have to negotiate the straits tonight because the high tide will be in their favour.
- The waxing half-moon becomes visible late in the afternoon. As you approach the straits, the craggy cliffs to your right gradually decrease in height and become starkly outlined against the setting sun.
- The wind rises, becoming gusty [despite Rathgard's best efforts]. The water becomes choppy. All hands are needed on deck to control the sails.
- The boat picks up speed as the cliffs to the right finally fall away. The water rages at their base, sending waves and puffs of spray fifty feet into the air.
- The swell is now pulling you inexorably out towards the ocean. Treacherous underwater rocks occasionally break the surface near the base of the cliffs. "We need to be further out!" shouts Three Trees. "Keep heading south until you can see Gateway Isle!"
- **Time for an FC.** Assuming it's nothing catastrophic (like Drowning in Armour) and Rathgard is in control, the heroes can fight the swell sufficiently to navigate 3 miles or so further south and catch a glimpse of the dark mass of Gateway Isle against the faint glow of the horizon.
- One odd thing – about 200 feet up, silhouetted against the moon, there appears to be a naked woman. She is standing on a hovering carpet facing into the wind, her hands outstretched and her hair streaming out behind her.
 - If asked, TT explains that she is a meditating Zephyr Monk. They are an order who live on Gateway Island (which cannot normally be approached due to strong currents) and worship the element of Air in all its forms and have mastered various forms of flying devices. They like to go naked so as to feel the wind upon their bodies. The Crows hate them because they are pacifists and refuse to make their inventions available for military purposes.
- The remainder of the passage through the straits takes about half an hour. It is strenuous but uneventful. As the dark mass of Gateway Isle disappears behind you, the swell subsides into the regular roll of the ocean and the wind drops. The moon leaves a bright trail on the water to the west.

Snakeweed

- Three Trees directs the heroes to follow the coast southwards. The distant glimpse of an Everway sail explains why the Sneak Wolf won't come so close to the Gateway Straits.
- It is noticeably warmer here [some 200 miles south of Everway].
- **If anyone is keeping lookout, use FC+Water >= 4** to spot the snakeweed.
 - Anyone looking sees something green and snake-like undulating just under the water. If they think to mention it, TT will immediately know what it is and tell the navigator to

change course. "It's nasty stuff! It'll foul us and we'll have to cut it away!"

- Depending on the number of people available to help and the point at which the seaweed was spotted, the ship will become more or less entangled. The ship loses 1-5 F (vs F3). If <1, ship is completely immobile. It takes 10 min to cut away enough seaweed to add 1 F.
- Anyone diving in to cut the weed free will be attacked by a Deathstinger which is lurking under the weeds nearby. **FC+Water** ≥ 4 to spot the tentacle as it quests toward them. **FC+Fire** ≥ 4 to evade.
- If hit, **FC+Earth** ≥ 6 to avoid paralysis. Partial paralysis if 5.
- If anyone is caught, they will be drawn into range of the claws and beak in two rounds. Thereafter, lose 1 E per round.
 - Anyone attacking the tentacle or trying to pull the victim away will be attacked by one of the deathstinger's other tentacles.
 - Flame can boil the water around her which will cause the tentacles to withdraw.
 - The creature's carapace is relatively easily attacked from above, but the skin is tough.
- If killed, the deathstinger's stomach contains a beautiful gold ring worth 100 hefts.

The Sneak Wolf

- TT will suggest that things will go easier with Captain Tench if he is seen as captain. "He won't be happy that the personnel that he is used to dealing with have changed. He'll suspect an Everwayan trap."
- TT will also suggest that the heroes think of what information they can give Captain Tench in return for the contraband. He will be interested in anything relating to the comings and goings of senior Everwayans or troop dispositions.
- On the first day of the Month of the Scales, the Sneak Wolf is waiting at its standard meeting place, some three miles off the west coast of Fourcorner where a 100' column thrusts into the sky from the end of a rocky beach promontory (**Sunmage Spire** – supposedly constructed by a powerful wizard to harvest the rays of the setting sun, it is in fact a natural phenomenon).
- When the ship is spied, Three Trees insists on running up a strange flag – half vermilion, half black and yellow stripes. If this flag is not showing, the Sneak Wolf will turn and run.
- The Sneak Wolf is a 75' long lateen-rigged caravel with a raised poop deck. There are about 20 crew visible. They are dark-skinned and dressed in loose brown and grey tunics and trousers. Their heads are protected from the sun by short keffiyehs. The majority are holding crossbows and ornate spears. A few are standing behind small ballistae which are mounted on some sort of swivel arrangement that you have never seen before.
- The ship's commander is standing on the poop deck, looking at you with a spy-glass. As you come within hailing distance (about 100 feet), he raises a large wooden cone to his mouth. His amplified voice comes across the water. "Halt! Come no closer if you want to live!" To back up his words, a ballista thumps and a large block of stone plops into the sea just a few yards from you [Flame and others with battle ability will notice that this is extraordinarily good for a ranging shot].
- Three Trees frantically waves his arms. "Captain Tench, it's me, Three Trees! These others, they're with me!"
- After some tense explanations, Captain Tench eventually agrees to let the *Spice Runner* come alongside.

Negotiations

- Only three PCs can join Three Trees at the negotiations – the others have to wait outside on deck. Negotiators must remove all weapons.
- Captain Tench's cabin is sparse and neat. A round table dominates the centre with benches nailed down on three sides. It smells of cinnamon and nutmeg from the hold below.
- Captain Tench introduces his first mate **Jojoba**, a stern-faced woman with hair cut so short that her skull is clearly visible, and **Anise**, the ship's surgeon (50s, grey hair, pair of scissors on a chain round her neck). All three have a red brand on the backs of their right wrists in an

- abstract curving shape (this indicates that they belong to the Liana River Commune).
- A young serving man brings in a meal – crab meat flavoured (if that's the word) with an orangey-yellow spice that tastes like dust to your uneducated palates, and slices of pineapple, papava, mango, figs and other exotic fruits.
- Tench is not a man for small-talk. "So, what information do you have that may be of interest to the True Land?"
- Things that will interest him. Rate as High, Medium or Low. Slight can sense his level of interest or shift his interest in relatively trivial things.
 - Low: Politics in Wineland
 - High: Recent movements of the Everway Navy – the convoy from Grapetown in particular.
 - Medium: Anything they can tell him about Ulrich Crookstaff. "How close to death would you say he is?"
 - Low: A description of Codex Scratch. He is clearly less interested in her. "she is young, you say?"
 - Low: Any description of the interior of the Library of All Worlds.
 - High: The secret way into Everway, or a hint that it might exist – "That is – very interesting."
 - Medium: Glimmer Moondance's incendiary sermon
 - High: Prince Tourmaline's prostitute addiction
 - Low: The destruction of the Daggerboys (if it has happened)
 - High: The three dragons rumour that Slight started
 - Low: TT: Morningstar Emerald was seen with Bounteous Pearl, daughter of Sparkling Brook, the ambassador of the Glorious Empire, at a Mask gaming house.
 - Medium: TT: The Stonebreakers are in dispute with the Council about the size of their city tax
 - Low: TT: The Imperial Guard has changed its shift pattern for the palace gates. The evening changeover is now at five bells rather than six.
- Depending on the general level of interest of the things that the heroes tell him, he will offer the following:
 - Low: 5 glow cheeses, 3 sacks of spices, 3 sacks of assorted fruits
 - Medium: 10 glow cheeses, 10 sacks of spices, 20 coconuts, 10 sacks of assorted fruits (papavas, watermelons, bread fruit, kiwis etc) 2 packets of glow dust, 10 swords, 20 delirians (a unprepossessing green fruit looking like an avocado, the flesh of which can be fermented to make a potent alcoholic spirit).
 - High: 20 glow cheeses, 20 sacks of spices, 40 coconuts, 10 banana spikes, 10 packets of glow dust, 30 sacks of assorted fruits. 20 swords, 20 shields, 5 crossbows, 40 delerians, 30 portions of dried crab meat, 6 glemmer horns (a glemmer is a large ape, similar to an oranutang – its horn is believed to be an aphrodisiac and will see well to apothecaries).
- Tench will seal the deal with a round of delirian brandy. He will ask the heroes what their opinion of Everway is as relative newcomers – "it is a strong state, but perhaps not as strong as it seems?" If the heroes take the opportunity to discuss possible invasion plans, he will be interested, but will raise the following objections:
 - The Crow army is strong, and the Keepers and Watchers would join them. "We would need allies"
 - The Crookstaffs have powerful magic – "we too have powerful magic, but the accursed Pyramid weakens us"
 - Assassinations are usually foiled by the Snakerings. "Do not think that we have not tried."
 - The walls of Everway are an effective defence [a very good opportunity to mention the secret entrance]
 - Everway could call on help from Wineland, the Nine Cities and the Black Sand Desert people.
 - Everway could gain resources from other spheres.
- If the heroes can come up with a plausible plan, he will say that he has to report back to his superiors in the Liana River Commune.

- On a *very good FC*, he may hint at the existence of the Middleland Armada. *Slight can intuit this on a lucky FC.*
- If negotiations have gone well, the heroes are invited to join the crew for the evening meal. The Middlelanders are reserved and there is not much chat, but they play instruments and tell stories.
- Tench says that he will return in the third week of the Month of the Scorpion (7 weeks time).

On Deck

- Those left on deck can try to chat up the crew, but unless very skilled or lucky will not get far. There is clearly a lot of suspicion and hostility towards "non-True Landers" in general and people from Everway in particular. The crew may reveal the general Middleland paranoia that Everway has long been planning to invade the True Land.
- Sailors may learn some new techniques for rigging, but the most interesting thing are the swivels on which the ballistae are mounted. These are cradle-like affairs which allow the ballista to maintain a steady orientation even in rough swells and considerably improves their aim.

The Journey Back

- If Captain Tench has been generous, the ship becomes harder to steer due to its heavy load.
- The passage of the Gateway Straits must be made during the morning. More naked monks meditating on flying stones. In the daylight, their monastery can be seen on Gateway Isle, a large austere stone building with open sides. A faint low-pitched chanting can be heard upwind of it.
- The weather is rougher on the way back. If Slight is prone to sea-sickness, this will make it worse.
- Maybe encounter a fishing smack from the Islands of the Ring.
- A flock of exceptionally stupid razor bills get caught in Rathgard's wind weaving (if he is doing it) and go smacking into the sails, ripping them with their beaks.
- A shoal of flying fish come leaping out of the water nearby. They can be caught in mid-air by people with F 5 and above. Flame and Fish Trader can have a competition.

Another Encounter with the Bluestripes

- The heroes can be as paranoid as they like, but sooner or later they will have to return to Shimmermoon Bay.
 - They may think of stashing the loot in a sea cave and retrieving it later by land, but TT will advise against this. The roads around Everway are heavily patrolled so there is a good chance of being caught. Also, some of the fruit won't keep.
 - Slight can create a decoy ship – this is hard work, but it will be effective unless Foxglove gets a lucky FC. However, he can't both hide the real Spice Runner and create the decoy at the same time. Rathgard and/or Flame could assist with fog or steam.
- Just as the entrance to Shimmermoon Bay hoves into view, a ship lurking nearby hauls up a blue striped sail and comes swiftly towards you.
- *Note: If Foxglove was made suspicious by the heroes' behaviour on the way out, there will be two additional bluestripe ships.*
- Three Trees swears ("a thousand shits!") and hauls open the hold trap door. He dives inside and emerges with an armful of weapons/cheeses. "Help me get these over the side!"
- If restrained, he explains. "If we're caught with these, it's a long stretch in prison for sure! We may even be charged with treason and executed!"
- The heroes have several options to avoid this fate:
 - Rathgard can try to outrun her by creating a local weather-working. TT will advise against, as it will make Foxglove extremely suspicious. On an unlucky FC, R. overdoes it and tears

- a hole in a sail or snaps a sheet line.
- Slight can make the entire ship disappear, though this will not be easy if he is feeling seasick. Also Foxglove will sense that something is wrong on a lucky (for her) FC (Water 5).
 - Slight can create a "do not pass" spell on a patch of water. On a good FC, Captain Foxglove will see a giant octopus ("aieeee! It's the Great She-Octopus of the Western Deep!") and flee; on a bad FC, she simply sees an obstacle and steers round it.
 - They can try to brazen out the inevitable hold inspection. This is easier than making the ship disappear, but relies on Slight being able to do his thing.
 - Rathgard can use his oratory to bluff. This will not work – no amount of blather will persuade Foxglove to let through a load of goods that is clearly of Middleland origin.
 - The fight option. Not easy - there are 17 crew on the *Falcon*, all of whom are trained in combat. Flame can put the ballistae out of operation and can cause fires with the firepots that are used for flaming arrows. Fish Trader can outrun anyone on the ship. Slight can confuse things. Award points for suitably piratical behaviour, such as swinging in on ropes. If successful, the heroes end up with a new caravel and some prisoners. The sensible (if brutal) thing to do is kill the prisoners and sink the ship – if the heroes want to keep the latter, TT knows of a suitable secluded cove where it could be stashed. TT will point out that they will likely have a price on their heads - there is no guarantee that there weren't witnesses, and Foxglove could have told her fellow Keepers what she was planning to do.
 - Keepers: A 4 (Command) E 3 (Resist falling) F 3-4 (Ship fighting) W 4 (Spot contraband)

Aftermath

- Assuming the heroes get their stash back safely, TT soon finds buyers for most of it. The Wineland Ancients go for 50 hefts each, the Middleland glow-cheeses for 100 hefts. Sacks of spices and currants go for 10 hefts and fruit for 5 hefts. Glow dust: 20 hefts per packet. Glemmer horns 25 hefts each. Destrier offers 5 hefts per sword, 10 hefts per crossbow. Basically, the heroes are rich...

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