

All At Sea

By Robert Tulk

Synopsis

This adventure is designed for any level of party, novice to experienced. Guidelines on how to make it harder are included at the end. It is an ideal way of getting a new group of characters to work together for the first time.

The scenario begins with the PC's (Player Characters) travelling by ship from Marienburg to Erengrad for whatever reason the GM (Games Master) deems necessary (some ideas can be found in the rumours section if needed). With the changing of a few place names and geographical locations the adventure can start almost anywhere but makes the most sense if part of the journey passes through the Sea of Claws.

During their journey the PC's become shipwrecked on a remote island. They discover that they are not the only ones there and a possible way of leaving is discovered, though it does mean dealing with a band of Norscan Reavers. But someone on the island is hunting the Reavers down....

Please note that all maps and statistics for this scenario appear at the end.

Introduction

The PC's have managed to secure transport upon a merchant ship called The Amy headed for Erengrad, owned and run by the van Haagen family.

The captain is David van der Gaag, an experienced sailor and regular traveller upon the Sea of Claws. In his late thirties, he is renowned for his bravery. Tales are still being told of how he successfully beat off two pirate vessels who attacked his ship just off the coast of Bretonnia. Of medium height and build, he is an unimposing person who only cares about getting the job done. His appearance and demeanour would seem to be at odds with the tales of his exploits.

The PC's are to be woken at first light the following morning at their residence by the first mate Stefansson, a large man in his mid-thirties with some obvious Norscan ancestry, who will ensure they reach the ship in time to catch the early tide.

The following morning is a grey, misty affair with only a slight breeze to stir things up. As the PC's travel alongside the Bruynwater canal they can see that the Suiddock district is already in full swing. Several small boats are already setting out for the great bay, the Manaanspoort Zee, to start their days fishing. Remnants of the previous nights festivities can still be seen in the gutters and smelt in the air. Some of the dock workers and sailors look decidedly worse for wear.

Upon reaching the mooring of The Amy the PC's get their first look at the ship which will be their home for the next couple of weeks. The ship has two masts with square-rigged sails, is twenty yards long and five yards wide. The crew including captain and first mate totals twelve. A flag at the stern flies the van Haagen symbol, a blue background with white chevrons.

PC's may make an Average test vs. Sail or Trade (Shipwright), or a Challenging (-10) Perception test. If successful they notice that the ship sits low in the water, the hold full of goods. If anyone made the roll with two or more degrees of success they notice that although the ship looks to be in good condition, a closer look shows ropes that are beginning to fray, lines in the rigging which aren't as tight as they should be and other small signs of poor upkeep.

The PC's are taken aboard and introduced to the captain who seems preoccupied with charts and ledgers. Stefansson then takes them down a flight of stairs leading from the main deck into the hull. The stairs open into a poorly lit area lined with benches. Turning toward the back of the ship, they are led through a door into a small room. A bench lies along the wall to the left and another door lies opposite the one they entered by. A number of metal hooks line the walls (for hanging hammocks) and an oil lamp hangs down from the centre of the ceiling. The bench has a hinged lid which Stefansson explains allows it to be used for storage. This is where the PC's will keep their possessions. Currently the only thing inside are hammocks. Through the other door is the galley.

Stefansson explains that the PC's are welcome to move freely between this room and the deck but he asks that they not distract the crew from their duties. He suggests that you keep out of the way of the cook who can be a bit cantankerous, and also mentions that the ship should be underway within the hour.

Ship Layout

1. Upper Deck. The ship's wheel is located here.
2. Captain's cabin. This room is modestly furnished containing very few personal possessions. There are a lot of charts and maps as well as several pieces of equipment used to aid navigation. The Captain does all his own navigating, not trusting it to anyone else.
3. Fore and Aft holds loading hatchway. This has a hinged wooden cover which is bolted down whilst the ship is at sea.
4. Hatch leading to room 9.
5. Galley. A cramped room containing a long, low worktable, an assortment of knives and cleavers and other cooking utensils. A stove stands in one corner with a bucket of water next to it. Crates and boxes stored under the table hold various foodstuffs.
6. Sleeping quarters. This is the room in which the PC's will be staying. It is normally used by some of the crew when there are no passengers. The contents are as stated in the introduction.
7. Aft hold. This is full of bales of cloth, barrels of dried food and building materials. This is where the crew will be sleeping during the journey.
8. Fore hold. This contains crates holding various everyday metal items and a few crates holding swords, axe heads and shields. The goods are to be sold to the government in Erengard to help with the rebuilding process after the devastation caused during the Storm of Chaos.
9. Ships stores. Lengths of rope, canvas and various other ships supplies can be found here.

The Crew

The crew is made up mainly of Wastelanders who will keep to themselves during the voyage.

David van der Gaag - The Captain is a quiet man who will deal with the PC's via Stefansson if needed.

Stefansson - First Mate. Known by everyone as Stefansson, only the captain knows his first name (Adelbert, his mother named him after her favourite actor at the local theatre). He drives the crew hard but is fair and generally well-liked. He will be courteous and friendly towards any passengers, always taking time out to chat if possible. He has a lot of respect for the captain having served under him for seven years. Loud only when needed, he has red hair which he keeps tied back in a ponytail and sports a neatly trimmed beard.

Bench - Old Salt. At nearly sixty years of age, Bench is the oldest member of the crew. He can tell many stories of his adventures on the high seas and swears blind that he saw a mermaid off the coast of Estalia in his youth, something the rest of the crew love to tease him about. Still sprightly despite his years, his experience more than makes up for any loss of speed.

Thori Thurgromsson - Cook. A Dwarf originating from Barak Varr, he started off as a Marine aboard gunboats on escort duty on the Skull River. His father is a highly respected cook and brewer. Thori gets funny about any mention of all the best cooks being Halflings. Twenty years ago he decided to see the rest of the world and spent several years travelling across the Empire, finally ending up in Marienburg. He joined van der Gaag's crew five years ago and likes the captain's quiet, down-to-earth ways. Thori takes great pride in his cooking and his beard, which he keeps braided. The only other thing he cares about is his cat (see below).

Rocky - Ships Cat. Thori found Rocky whilst he was still a kitten, starving and all alone. Taking pity on the little creature, he took it back to the ship with him and nurtured it on leftovers and milk mixed with a drop of dwarf ale. Three years later, Rocky is a huge tabby with plenty of scars and only half an ear on the right side of his head. Rocky divides his days between sleeping, eating and hunting down rats. Ideally he should take a liking to one of the PC's, following them around, sleeping on them etc. (A Dwarf would be the most likely choice, an Elf or Halfling the least likely, he senses Thori's dislike of these races.)

News and Gossip

Below are various pieces of gossip or rumours that the PC's might learn from talking to the crew. Some, none or all of these can be true as you wish.

1. The fishing has been very poor this year. All the fish are being scared away by some monstrous creature which has taken up residence in the Sea of Claws.
2. There is plenty of work in Kislev for anybody handy with a sword clearing up the remains of the Chaos armies.
3. Norse Reavers are hanging around off the coast of the Empire trying to pick up some extra loot before heading home.
4. Valten's body was taken back to Ulthuan by Teclis. It was seen being loaded aboard a ship in Elftown by a Stevedore on his way home in the early hours of the morning.
5. The Bretonnians are looking to take over Marienburg while the Empire is distracted.
6. Neue Emskrank was sacked by an army of Norscans lead by a Daemon.
7. Halfling's are being stopped from entering Kislev because of the food shortage. Halfling's large appetites are seen to be a problem. (This rumour will almost certainly come from Thori.)

8. The van de Kuypers family are offering the Kislev government unlimited funds to help with rebuilding work after the Chaos invasion. They are hoping to get the government into so much debt that they will have to turn control of the port of Erengard over to them to clear what they owe.

9. Khazrak One-eye, the beastman warlord being hunted by Graf Boris Todbringer, was spotted in the Cursed Marshes.

10. Count von Raukov is hiring mercenaries and scouts in Salkalten to help fight the remains of the Chaos armies.

To Erengard

The journey to Erengard should take between two to three weeks, depending on weather, to complete. The description of the journey below gives a basic overview, feel free to add any extra encounters or sightings.

The ship starts out at a sluggish pace with only a slight wind to help. There is little to be seen, the coastline being fairly barren and the sea consisting of one rolling grey wave after another with the occasional sail in the distance, more often than not a fishing boat.

In the afternoon of the fourth day the ship passes from the Manaansport Sea into the Sea of Claws proper. The wind begins to pick up and faster progress is made. A noticeable drop in temperature is also felt.

The tenth day finds the ship rounding the headland known as Wrecker's Point. The wind remains steady and the ships progress continues smoothly.

The thirteenth day of the voyage starts nice and clear though decidedly chillier. Bench is muttering to himself about being able to "smell something in the air which ain't quite right". If this is commented on to Stefansson he will say that Bench always gets at least one bad feeling each voyage, but the captain seems to think everything is fine. PC's may notice that Rocky is nowhere to be found.

Squall at Sea

A little after midday the sky suddenly turns black, a strong wind hits the sails and rain begins to lash the deck. The oncoming waves grow alarmingly and the ship begins to heave. Stefansson starts shouting orders to the crew and instructs the PC's to get to their quarters in no uncertain terms.

If the PC's stay on the main deck there is a very good chance that they will get swept overboard unless they tie themselves to something.

PC's should make an Average Sail test, or a Very Hard (-30) Agility test or be swept overboard. If overboard they need to make an Average Swim test each round, if successful they get a chance to pull themselves back onboard by making a Challenging (-10) Strength test.

PC's who stay on deck will see the crew drop the sails, batten down as much as they can and then go below decks to the aft hold. During this process three of the crew are lost, washed overboard. The only member of crew who stays on deck is the captain who lashes himself to the wheel.

PC's who follow Stefansson's advice are met by Thori on his way up to help. He suggests they get in their room and try to secure themselves to something.

The ship spends what feels like hours being tossed about on the waves.

PC's should make an Average Toughness test. If they fail they suffer from seasickness which has the same effect as having failed one Consume Alcohol test (see rulebook pg.115 for details). The duration time starts from when the ship stops rolling around.

Suddenly there is an enormous crash which hurls anyone not secured to something solid toward the bow.

Anyone not secured suffers a blow causing 1d10 -2 wounds.

The rolling from side-to-side stops but you here a loud grinding noise, followed by a loud crash on the deck overhead. The ship then gives a horrible shudder followed by a very loud snapping sound, then you briefly roll from side-to-side again before a grating noise, and then all movement stops.

(The above description assumes PC's are below decks. If they are still on deck they will catch a glimpse of rocks just before the ship hits them. The masts come crashing down on to the deck. The ship then splits in half, the bow being washed back out to sea and the stern briefly bobbing along until washing up on the beach. Anyone on deck must make a Dodge test or a Very Hard (-30) Agility test or be struck by rigging etc. This will do 1d10 wounds.)

Wrecked

If the PC's decide to search the remains of the ship this is what they will find.

The rear end of the ship has washed up on the beach but is still being buffeted by the waves, the wind and rain do not seem to have eased at all.

The galley is a mess with boxes and kitchen utensils all over the place but it is still intact. Food and a cask of water are easy to find.

The aft hold is open to the elements with waves washing into it, the front of the ship is nowhere to be seen. There is no sign of the crew either, and the cargo has been washed away. Exit onto the beach is straight forward (literally!).

On deck, apart from rigging and the fallen masts, the only thing of note is Captain van der Gaag, still tied to the wheel. His head lies at an unnatural angle and he doesn't respond to any calls. If anyone climbs up to him they will discover that the right side of his head has been smashed in by a falling spar, he is quite dead.

The sky is darkening suggesting the time is late afternoon. The beach is about 400 yards long and about 40 yards deep with debris-strewn rocks at one end and a low headland at the other. Cliffs about thirty feet high rise above the beach at the end nearest the rocks, tapering down to the headland at the far end of the beach making for easier climbing at that point.

(PC's should feel the need to find shelter from the driving rain and the biting cold. The beach is open, the wind blowing into the cliffs. The remains of the ship are by no means safe, the aft section could get washed out to sea if the waves come in any further.)

The Island

The ground rises up from the coastline about 80 feet before levelling out. From here a general view of the island can be had. North and West the land seems fairly level, to the East the land starts off level before rising once again to a hilltop, the summit of which is about 150 feet above sea level. There appears to be some type of small squat structure on the hilltop. Apart from this there are a few bushes and a couple of windswept trees dotted about but no obvious signs of shelter.

The island is one mile wide at it's widest point and three miles long, though this should not be apparent from the initial view. The only animals on the island are rats, a small herd of goats and gulls which nest on the cliffs on the north side of the island. Seals can be occasionally found on the beach but none are present at the moment.

The Hilltop

If the PC's head for the structure on the hilltop they should reach it just before darkness falls.

The structure is square with walls 5 yards long, the roof is eight feet high. It is constructed from roughly dressed stone with turfs laid on top of the flat slate roof. The entrance is on the north side of the building.

The inside is pitch black but dry and sheltered. There is a strong, sickly-sweet smell about the place and some animal tracks can be seen on the floor. Towards the back wall sits a dressed block of stone two feet high and wide and three feet long. Carved into its top is a symbol of a five-pointed crown enclosing a trident. A wave design runs around the top edge of the block.

If a search is made of the interior of the structure, an average perception test will find small bones on the floor between the block and the back wall. The bones appear to be from small animals. If two or more degrees of success are achieved on the test an inscription is found carved on the wall just inside the door. All that can be made out is the letter O followed by the number 9. The rest of the text is unreadable.

This structure is a shrine devoted to Manann constructed by a devout explorer several hundred years earlier when he chanced upon the island.

A Ghoulish Encounter

If the PC's use the shrine for shelter, during the night, the creature who uses the shrine as its lair will return from unsuccessfully hunting on the island.

The Ghoul who uses the shrine as its lair has been on the island for many years. Originally a sailor shipwrecked along with some others, the survivors ended up going crazy and killing one another when rescue didn't arrive. Starving and wounded from the fighting, the sailor turned to eating human flesh to survive.

The Ghoul has been living off goats and whatever else it can catch but is desperate for human flesh. It will attempt to creep up to the shrine and kill a sentry or someone who is sleeping. If it manages to kill someone it will try to drag the body off to eat and will be satisfied.

The Ghoul appears as a scrawny, hunched human with crooked limbs, sharp claws and feral eyes. It is unclothed and has a sickly-sweet smell about it.

The Morning After

The following day is clear with hardly any wind and no rain.

If the PC's go back to the beach the stern of the ship has been washed twenty feet back out to sea. The galley and their former quarters are now partially submerged. A couple of the sailors bodies have washed up on the beach along with some wreckage. There is nothing useful.

From the hilltop the PC's can see an even higher hill to the east and from somewhere on the far side, a thin line of smoke is rising steadily into the air.

Island Timeline

Circa 10th Century - Island found by explorer and shrine built.

Circa 13th Century - Norscan Reavers discover the island and use it as a base while raiding the northern coast of the Empire.

2450 - Tilean merchant happens across the island whilst sailing to Erengard.

2462 - Tilean merchant decides to take up residence on the island having fled his home after falling foul of a powerful family.

2473 - Norscan Reavers sack the island and kill all the inhabitants.

2491 - The sailor who will become the Ghoul is shipwrecked on the island.

The Villa

The top of the larger hill is 180 feet above sea level. Looking down the other side you see a single storey building made out of stone which looks like it was whitewashed at some time in the past. It has a roof made of slate tiles with a chimney which is the source of the smoke. There appears to be an inner courtyard, partly covered.

The building sits on the edge of the cliff at the east end of the island. The area around the building though now grown wild, shows signs of once being cleared and farmed.

All the rooms are 15 feet high within the villa. All of the rooms except the antechamber, main hall, storeroom and kitchen have small windows 10 feet off the ground. The walls inside have been whitewashed and retain their colour. The floors are of dressed stone unless stated otherwise. All interior doors are closed but unlocked unless otherwise stated.

1. Entrance

Two narrow steps lead up to the double wooden doors. The doors are warped, one hanging ajar on a single hinge. Though stiff, they will open easily. The room beyond is plain and empty.

2. Antechamber

This room contains some smashed wooden furniture (what looks like the remains of a desk and some chairs).

3. Masters Quarters

A woven rug, mouldy and torn covers most of the floor. Tatters of once-rich tapestries hang from the walls. A decayed four-poster bed still stands on one side of the room, a thick red stain on the floor beneath it. A torn silk screen divides off one corner of the room.

If the PC's check under the bed they find the body of a Norscan Reaver, his throat cut. The body is mutated with crab-like pincers instead of hands.

Behind the screen sits a terracotta bathtub cracked in several places. Crammed into the bathtub is the body of another Reaver, a dagger sticking out of the left eye socket.

4. Main Hall

The floor in this room is one gigantic mosaic made up of various nautical themes. The tattered remains of tapestries hang from the walls. The remains of four statues line the northern wall, two either side of the double doors. They were originally of humanlike figures but are now smashed beyond recognition. The rotting remains of three sofa's and a low wooden table are the only other items within the room.

Sprawled on one of the sofa's is the body of a Norscan Reaver. He has been stabbed in the stomach.

5. Kitchen

Large heavy tables run around the outside of this room. A large fireplace dominates the west wall, the fire burning well. Suspended in the fireplace on chains is a large cooking pot. Bent over the pot with his head and torso pushed in, pinning his arms to his sides, is the body of another Reaver. The pot contains (apart from the Reaver) some type of porridge.

On the tables you find some bags of grain, some oatcakes, some burned flatbread loaves and a couple of pitchers containing freshly brewed ale.

The door leading to the storeroom has been barricaded shut from the other side.

6. Storeroom

The door to this room has been barricaded shut from the inside. Within the room are three Reavers, two of which are wounded, one badly. They will communicate with anyone outside the room if they can speak Norse but will only open the door for their leader. They say they are being hunted down by a madman wearing a mask but will not say anything else.

The door can be opened by one person with a very hard (-30) strength test, or by two people taking the average of their strength scores on a Hard (-20) strength test. No more than two people can attempt to open the door at the same time.

The Reavers will attack anyone coming through the door. The badly injured Reaver has two javelins and a dagger. He will hurl the javelins at anyone coming through the door and will then hang back. The other two are armed with swords (but no shields) and will engage anyone entering the room. All will fight to the death.

The room itself is bare and fairly clean. A table was used to wedge the door shut.

7. Servants Quarters

This room contains the remains of smashed wooden furniture. Huddled in a corner is a woman in her late forties rocking herself gently, dressed in the dishevelled and dirty garb of a Marienburg townspeople. If approached she will do nothing. She has a distant look in her eyes and repeats the name "Jacobus" in a sing-song manner over and over again. This is all she will say and she doesn't respond to anything. She can be led along without difficulty.

8. Dining Hall

This room contains a long wooden table with wooden benches on either side. Half way along the bench on the near side sits a Reaver slumped over the table, pinned to it by a sword driven through his back and then down through the table. The body is covered in running sores. A plate containing a half-eaten meal of porridge and flatbread lies on the table next to his head. A tankard is under the table by his feet, the contents having spilt onto the floor.

9. Courtyard

The courtyard is partly enclosed with a covered walkway all around the outside. A well stands against the west wall with a serviceable bucket and rope. The water is fine.

10. The Way Down

This room is bare and empty except for a spiral staircase leading down in the centre of the room.

The spiral staircase descends about twenty feet where it ends in a tunnel. The tunnel winds down through the cliff and though it appears natural for the most part, there are signs that it has been enlarged. The floor and walls are wet and there is a constant sound of dripping water. The air is fresh and smells slightly salty. The tunnel is about 300 yards long.

History of the Reavers

The Reavers set out with a much bigger force as part of the invading armies during the Storm of Chaos. They spent many weeks raiding up and down the coasts of Nordland and Ostland. During one of these raids the force was ambushed by another group of Marauders who coveted their loot. Having lost a lot of men they fled back to their ship. They have since raided a small settlement and have captured and looted a merchant ship, taking prisoners to act as rowers. They have stopped off at the island on their way back to Norsca to rest. Once they get back to Norsca they intend to sell all of their prisoners into slavery.

Way Out

The tunnel ends by opening out into a large cavern. It is unevenly shaped but roughly 20 yards square with a tunnel leading out of it towards the east. In one corner stands a crudely constructed pen holding twenty or so begrimed and starving people. There is no sign of anyone else.

One of the men in the cage calls to you. He speaks in Reikspiel and says he is called Halman, he was captain of a ship captured and then fired by the Reavers. A few of the others are his crew and a couple of passengers. The rest are villagers taken from the Empire. Twelve of the prisoners are female, there are no children.

The gate leading into the pen is chained shut with a large padlock.

The lock is a Routine (+10) task to pick or can be broken off. The lock effectively has 3 armour points and ten wound points.

If the woman found in the servants quarters (location 7) is with the party, she will be recognized as one of the passengers on Halman's ship, Pamela van Hees. She was taken above, along with her son Jacobus, sometime during the previous evening.

Halman is able to tell you the following information if asked.

The Reavers; the last time they saw the Reavers was a couple of hours ago. Two came rushing down from above and had an animated conversation with the guards. They seemed very scared of something and kept looking back toward the tunnel. They all then ran down the other tunnel toward where the Reavers boat is docked. They haven't been seen since. Halman estimates that there are less than a dozen Reavers between here and the boat. They are led by a Norscan called Ur-Brodir, a ferocious warrior. One of the women prisoners adds that she thought she saw another Reaver come down from above about half an hour later and go down the tunnel towards the boat but nobody else saw this.

The tunnel leading to the boat; its about 200 yards long with several twists and turns and lots of side tunnels. It ends at a manmade quay in a large cavern under the cliff face. The Reavers boat is anchored there.

The boat; it is a Norscan longboat, perfectly seaworthy.

Jacobus van Hees; a gentle giant though a bit simple. He always kept close to his mother who doted on him. He is in his late twenties.

Into the Tunnels

The network of tunnels are naturally formed though they have been artificially made more regular. They average roughly 2 yards in diameter allowing only single file movement. All tunnels are damp and the sound of the sea can be clearly heard. The path most commonly used by the Reavers is lit every 20 yards by a smoking torch (marked T on the map).

An encounter from the following list occurs each time the party reaches an E marked on the tunnel map. They can either be rolled randomly or used in the order given. The main aim of this part of the scenario is to put the party on edge rather than to weaken them, though this may well happen, especially if they explore the entire tunnel complex.

You may note that Jacobus van Hees does not appear on the encounter chart. He is designed to be more of a bogeyman type figure, the results of his actions seen but not him. If you wish you can substitute him for one of the other encounters, his statistics are given at the end.

Encounter

1. A high-pitched wail precedes something big and furry jumping on one of the PC's from a ledge. This is Rocky the ships cat. He used one of his nine lives to survive the shipwreck and made his own way down into the tunnels. Ideally he should jump on the character he befriended earlier.
2. Reaver. You meet a lone Reaver who will attempt to cast a javelin before letting out a loud bellow and engaging in hand-to-hand combat. He will attempt to hold the PC's off whilst waiting for reinforcements. Three rounds after he engages, another Reaver shows up. He can appear from any appropriate direction and does not need to necessarily come from the same direction as the original Reaver.
3. You hear a loud scream which is cut off abruptly. Due to the acoustic qualities of the tunnels it is impossible to determine from which direction the scream came.
4. A large amount of blood is found splashed over the floor/walls.
5. A Reaver comes charging at the PC's screaming and swinging a two-handed axe. He has gone mad from fear and will attack until dead. He is mutated with one large eye in the middle of his forehead.
6. The sound of the sea gets much louder before settling back to normal. This effect is caused by the tunnel acoustics.
7. An unadorned, round wooden shield is found.
8. The next torch ahead goes out. This is due to some natural cause (water dripping on the torch, a breeze blowing it out or it burning out etc.) though this should not be readily apparent.
9. Two Reavers are met. They will throw javelins and attempt to retreat to an area where the two of them can fight side by side against a single opponent. They fight in silence.
10. The sound of someone crying can be heard in the distance. Direction is impossible to determine.

The Cavern

The tunnels open out into a cavern under the cliff. The cavern is 20 yards across and 60 yards long, the roof being 80 feet high. You can see the sea off to your right. A manmade quay runs along this side of the cavern fully 6 yards wide and 10 yards long. A Norscan Longboat is tied to the quay.

To the side of the entrance at the end of the quay waits the leader of the Reavers, Ur-Brodir and two of his men. They will attack anyone who they do not recognize entering the cavern. The two ordinary Reavers will throw javelins before engaging, Ur-Brodir waits for his men and then all three attack together. All will fight to the death.

The Longboat

The longboat is 20 yards long and 5 yards wide. It has 10 oars on each side and a single mast with a square sail. The boat is laden with several barrels of fresh water and crates of dried food. Under a tarpaulin by the mast is the Reavers loot. This consists of the following:

- 3 wooden crates of Pewter ware - value 20gc per crate
- 1 small sack containing uncut Amber - value 30gc
- 2 bales of canvas (20 square yards/bale) - value 2gc per bale
- 1 cask of purple dye (contains 12 ounces) - value 4gc

All of the above will be claimed by Halman, if he is around, as being part of his ships cargo and therefore his.

There is also a small wooden chest containing two pouches. One has 5 gemstones (2 Obsidian, 2 Quartz and a Tiger's Eye with a total value of 26gc), the other a locket with a picture of a saint (made of bronze, value 15gc) and a ring (silver and gold, value 60gc).

Farewell to the Island

At some stage it is assumed the PC's will wish to leave the island, most likely aboard the longboat. If none of the PC's have any experience of sailing then Halman will be more than willing to sail the boat. If he has died then there should be some more of the crew with sailing experience amongst the other prisoners. The following small scene is optional and can be played through as they cast off if you wish.

The boat is untied from the mooring, and with the aid of oars, you slowly head toward the sea. Just before you leave the cavern proper you here a call from behind you. Standing in the mouth of the tunnel on the quay you see the unmistakable form of Stefansson waving. Somehow he must have managed to survive the shipwreck.

As you reverse the oars and prepare to go back for him you see a form materialize out of the darkness behind him. Obviously human, the form towers over him. It is wearing a pot helmet with an attached facemask. The mask is plain with air holes for breathing and two eyeholes.

If Pamela van Hees is aboard the boat she will scream out 'Jacobus' and point at the figure before fainting.

Stefansson shows no sign of being aware that someone is behind him until you see the tip of a sword come out of his chest. Turning, he wrenches the sword free and grapples his assailant. They wrestle across the quay before falling off the edge and into the dark waters. Neither surfaces.

The Journey Home

The journey back to the mainland is beyond the scope of this scenario. You can make it as difficult or as straight forward as you wish. The island should approximately be 3-4 days sailing from the coast but feel free to change this.

Stats

No stats are given for the crew (with one exception), they should not be needed for gaming purposes. If you do need stats for some reason, use the Wreckers profile from page 235 of the main rulebook adding any changes you feel are needed. (The Dwarf adaptation profile from page 97 of the Old World Armoury can be used for Thori.)

No stats are given for the prisoners either. Again, for Halman and his crew use the Wreckers profile. The rest of the prisoners are non-combatants.

Rocky – ship’s cat

(Brute Prey Animal)

WS	BS	S	T	Ag	Int	WP	Fel
45	0	21	19	53	10	25	0
A	W	SB	TB	M	Mag	IP	FP
2	8	2	1	6	0	0	0

Skills: Dodge Blow, Perception +20%

Talents: Flee!, Keen Senses, Natural Weapons

Armour: None

Weapons: Claws

Ghoul

WS	BS	S	T	Ag	Int	WP	Fel
32	0	37	45	34	18	31	5
A	W	SB	TB	M	Mag	IP	FP
2	11	3	4	4	0	6	0

Skills: Concealment, Perception, Outdoor Survival, Scale Sheer Surface, Search, Silent Move, Shadowing, Speak Language (Reikspiel)

Talents: Fearless, Frightening, Natural Weapons, Night Vision, Rover

Special Rules:

Poisoned Attacks: Targets injured by a Ghoul’s attack must make a challenging (-10%) toughness test or suffer 2 additional wounds. Note that this test must be made for each attack that inflicts damage.

Insanities: The Beast Within

Armour: None

Weapons: Claws

Norscan Reaver

WS	BS	S	T	Ag	Int	WP	Fel
41	33	36	37	34	28	37	24
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	3	0

Skills: Animal Care, Common Knowledge (Norsca), Follow Trail, Navigation, Outdoor Survival, Perception, Sail+10%, Search, Speak Language (Norse)

Talents: Orientation, Specialist Weapon Group (Two-handed), Strike to Injure

Special Abilities: (See below)

Armour: Light Armour (Helmet, Leather Leggings) = Head 2pts, Legs 1pt, Arms and Body 0 pts

Weapons: As per encounter description or 1 Javelin, a Hand Weapon (either a Sword or Hand Axe) and Shield if no specifics are given for the encounter.

The Villa Room 6: The injured Reaver has 6 Wounds. The badly injured Reaver has 0 Wounds and has been treated for blood loss (unsuccessfully, he is haemorrhaging internally and will be dead within an hour of the encounter starting).

Into the Tunnels encounter 5: This Reaver has BS 16 due to his mutation.

Ur-Brodir

Career: Brute Race: Human (Norscan Reaver, mutant)

WS	BS	S	T	Ag	Int	WP	Fel
56	38	51	52	39	28	52	34
A	W	SB	TB	M	Mag	IP	FP
2	15	5	5	4	0	3	0

Skills: Animal Care, Command, Common Knowledge (Norsca), Dodge Blow, Follow Trail, Intimidate, Navigation, Outdoor Survival, Perception, Sail+10%, Search, Speak Language (Norse)

Talents: Orientation, Specialist Weapon Group (Two-handed), Street Fighting, Strike to Injure, Strike Mighty Blow

Special Abilities:

Chaos Mutation: Suckers (+20% on Scale Sheer Surface tests)

Armour: Light Armour (Helmet, Leather Leggings) = Head 2pts, Legs 1pt, Arms and Body 0 pts

Weapons: Best Craftsmanship Two-handed Great Sword - Skamkel. This sword has a long, straight, single-edged blade, a simple cross-piece as a guard and a heavy knob on the end of the pommel. It is superbly balanced. (If using the optional Best Craftsmanship rules from the Old World Armoury this weapon adds 5% to WS, does SB+1 damage and has the Impact and Slow qualities.)

Ur-Brodir also carries a Dagger.

Jacobus van Hees

Career: Psychotic Killer (ex-Labourer) Race: Human (mutant)

WS	BS	S	T	Ag	Int	WP	Fel
42	27	56	41	30	15	30	30
A	W	SB	TB	M	Mag	IP	FP
1	14	5	3	4	0	0	0

Skills: Animal Care, Concealment, Drive, Row, Speak Language (Reikspiel), Silent Move, Swim, Trade (Farmer)

Talents: Ambidextrous, Fearless, Flee!, Very Strong

Special Abilities:

Chaos Mutations: Hulking (+10% S, included in profile)

Regeneration (Makes a Toughness test at the start of his turn each round; if successful, he regains 1 Wound; does not work if dead)

Warped Mind (-13% Int, included in profile)

Insanities: Delirious Saviour (Jacobus believes that he is impervious to harm and has to kill all the "bad men" to save the prisoners)

Armour: Light Armour (Helmet with attached facemask, Leather Leggings) = Head 2pts, Legs 1pt, Arms and Body 0 pts

Weapons: Sword

Making Things Harder

If you feel that the scenario isn't enough of a challenge for your group, the easiest way to make it harder is to increase the number of Reavers in the encounters and/or to increase the number of encounters within the tunnels. Additionally, you may want Ur-Brodin to be accompanied by a Shaman. Statistics for a Shaman are given below.

Askr

Career: Shaman (ex-Shaman's Apprentice) Race: Human (Norscan Reaver)

WS	BS	S	T	Ag	Int	WP	Fel
46	38	36	47	44	43	57	39
A	W	SB	TB	M	Mag	IP	FP
1	13	3	4	4	2	3	0

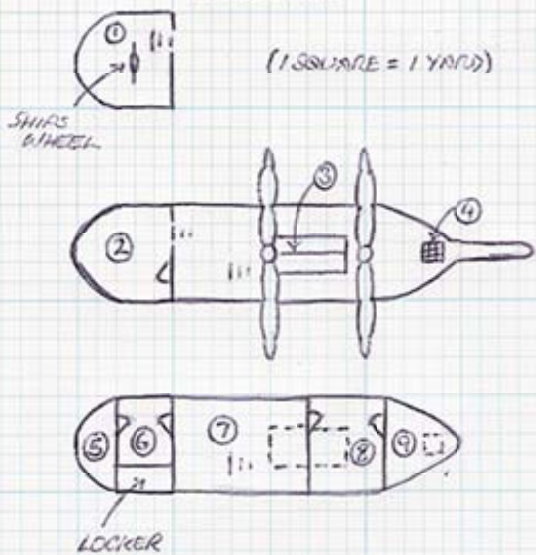
Skills: Academic Knowledge (Runes, Theology), Channelling, Charm, Common Knowledge (Norsca, Trolls), Gossip, Heal, Intimidate, Magical Sense, Navigation, Outdoor Survival, Perception, Performer (Dancer, Singer, Storyteller), Ride, Speak Arcane Language (Magick), Speak Language (Norse)

Talents: Aethyric Attunement, Divine Lore (Spirits), Fast Hands, Master Orator, Orientation, Petty Magic (Hedge), Public Speaking, Specialist Weapon Group (Two-handed), Strike to Injure

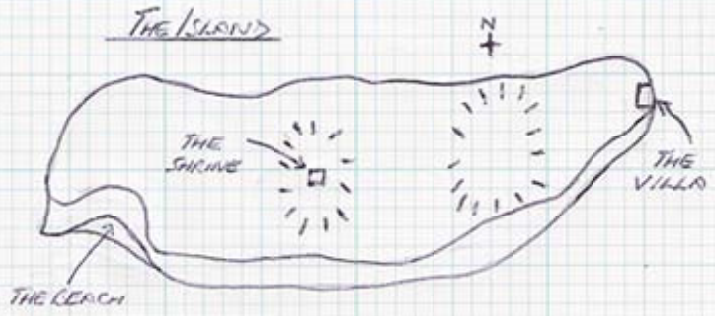
Armour: None

Weapons: Dagger

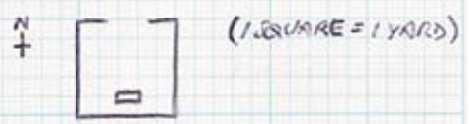
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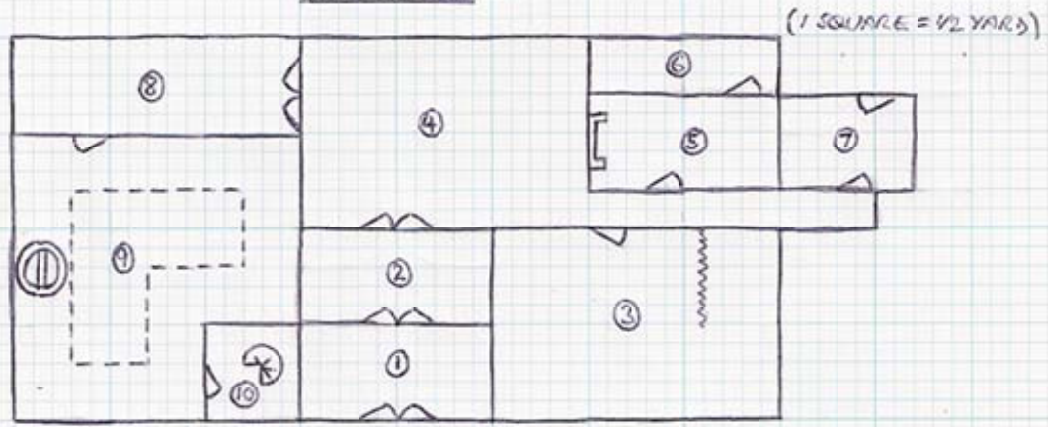
THE ISLAND



THE SHRINE



THE VILLA



THE TUNNELS

