



# Haunted Ship

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## Contents

Introduction..... 1  
 Scene..... 1  
 Summary ..... 1  
 Thus was how all begins... .. 2  
 Ship at sight!..... 2  
 Resolution..... 2  
 The Liner Crew and Passengers ..... 3  
 That’s not all folks! ..... 10

## Introduction

Haunted Ship is a non-linear encounter placed on a river liner, suitable for any group, but preferably for adventurers in their second or third career. This encounter, based on the Emperor Luitpold adventure (by Graeme Davis), will let you jazz up a river trip. PC should go traveling by boat in a major river route. In fact, this adventure was designed to be used as a side quest for *Death on the Reik*, and took place between Aldorf and Talabheim.

## Scene

This adventure is set on a large and luxurious river ship called Vorhaben which travels between to any major Imperial cities, where due to an arcane accident, everybody in it has become a ghost. Characters will find a drifting ship apparently abandoned, but soon they realize that they are on a haunted ship.

## Summary

Igor Tolstoy, a necromancer from Ostermark, has found the last ingredient for a mighty necromantic ritual inscribed on an ancient Arabyc scroll. The ritual would let him raise the souls of dead soldiers to grand him the power to control an army of ghosts. This last ingredient was a kind of sand dust that whoever touches it directly, even inhale it, would become an apparition; that is, an invisible and insubstantial being bond to the material world until someone frees him. Thinking he has the proper antidote, and before proceeding on a larger scale, Igor Tolstoy board on the Vorhaben to check the sand dust in a controlled environment. However, the daemon he summoned to get the magical sand dust, betrayed him, and now he is also trapped in the ethereal plane like the rest of the ship crew and passengers.





## Thus was how all begins...

*"Igor Tolstoy stepped in the assigned stateroom on the Vorhaben. The moonlight from a full Moorslieb idly lighted the room through the oxe. It was more than enough for his needs. Excited but firmly he opened a box carved in Arabyc runes. From inside, he took a crystal bottle containing a kind of sand dust. He looked inside the bottle: with every moonbeam the sand dust seemed to form little whirlwinds, like desert tornados in miniature. It was a powerful arcane focus, given from a Greater Daemon. It was the last ingredient in his live long quest. From now on -he thought- he could command an army of dead soldiers' souls. Now he will rule the world. The music in the main room of the ship, indicating the ball had begun, made him return from his thoughts. He shook his head and opened the bottle to pour its content on a corpse he had hidden on a crate. He had to check the magical sand dust in a controlled environment. Once the bottle opened, the sand dust started to spread through the room forming in the air hypnotic twist and forms beyond sanity. Suddenly, even after taking the antidote, he felt his body melting to another plane, as his soul was pulled out of him to the vacuum... to an infinite nowhere..."*

## Ship at sight!

Read or paraphrase the following section to the players:

*It is another fine day on your riverboat. Sun is up in the sky and warm your skin, no clouds threaten it and water has that color which raises your mood. The only obstacle on your way has been few hours ago, when you passed some rapids. Lucky you were to find a boatman who knew how to handle them.*

*After a meander, a huge floating mass approach directly to you. It's a large river liner, and it appears to be drifting. A wood plaque on the side reveals it as the Vorhaben. No one is seen on the deck, the topmast is broken and hanging on the ship's side. An oar lay wrecked, too. Suddenly you realize that if it isn't stopped, the ship will crash on the rapids down the river. After all, this may be a not so quiet day...but, what happened to the liner crew and passengers?*

While the river liner was drifting, it collided with some rocks and formed a water leakage on the hull. Due to this, the ship is sinking. The ship fills up at a rate of 30 cm/hour (1 feet/hour) until water reaches the oar deck where it will sink. By now, it has elapsed 1,5 hours until the PC got on to the ship; so that means bilges at the bottom of the ship is 45 cm (aprox. 1,5 feet) flooded. It is left 8 hours before it sinks (**INT check to know it; apply a +10 bonus each for Sail skill and every sea/river related career, and a 20% bonus for Super Numerate Talent**). To empty the warehouse it will be necessary double the time passed flooding it (time is reduced to a half for every collaborative PC), several buckets (they can be found in the room at the walking deck) and form a working line of at least 10 people from bilges to the oak deck.

## Resolution

The adventure consists in freeing the ship crew from their ghostly state before the ship sinks. This is accomplished by resolving the last crew/passenger desire or obsession before it became an apparition. In certain conditions the apparitions can turn visible and affect substantial thinks by sheer willpower, is in that short moments that they can plea for help and give clues that what happened in the ship and how to free them. Eventually, player characters will fight against the evil ghost Igor Tolstoy.

As PC do certain actions stated in NPC descriptions, they will appear to expose their will. It's the aim of the PC to find out what has happened and try to help the ship crew and passengers.





## The Liner Crew and Passengers

Herein you will find the main characters of this adventure. Each description shows the NPC names (Name); their status in the ship (Status); physical description (Look) and personality; where they can be find (Position) in the ship - they are usually bond to that position, so if not stated otherwise they can't walk out of that place; their obsession or what is troubling them (Obsession) in his ghostly form; what condition make them appear (Condition) in the material world; and how to help them to remove its curse (Rescue). Also, there are some notes about roleplaying hints and tactics (Notes) and their scheme, although when in ghostly form they use the Apparition scheme at the end of the text.

Apparitions can come into the material plane for 1d4 rounds (10 to 40 seconds) before a ghostly hand of an enraged Igor Tolstoy pulls him back to the ethereal plane. In that time it can talk, and see what is happening in the real world. If the condition is met again the can appear anew, but only 1d10+1 rounds after last time pulled to the ethereal plane. No one, except Igor Tolstoy, knows what has happened or why. Once they have returned from their un-life, they can't remember anything while in the ethereal plane.

**Name:** Gottfriedd Iorga.

**Status:** Crew - Ship's Captain.

**Look:** Middle-aged, burly, bearded.

**Personality:** Taciturn, punctilious, efficient.

**Position:** Bond to the wheel house.

**Obsession:** He wants every body safe on his ship.

**Condition:** Someone tries to change the ship's course.

**Rescue:** He will be freed once every NPC is removed from their own curse.

**Notes:** He is the best source of information. The first time PC go in the wheel hose he will appear and plea for their help: "*Something terrible threaten this ship. Please, help us!*". He can explain anything about "his" ship and what was happening (the evening ball) before the terrible facts that keep him apart of his beloved Vorhaben (last night). He doesn't know what happened or who could have done it. He is bond to the wheel house, and he still thinks that commands the ship, so he won't abandon it for any reason.

**Gottfriedd Iorga, Human, Sea Captain, ex-Navigator, ex-Boatman**

### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
46	42	27	42	40	58	32	67

### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	16	2	4	4	0	3	-

**Skills:** Academic knowledge (Astronomy), Command, Common knowledge (the Empire, Estalia, Kislev, Marine Superstitions), Consume

Alcohol, Gossip, Navigation, Outdoor Survival, Perception (+10%), Read/Write, Row, Sail (+10%), Speak Language (Reikspiel, Kislevian, Classical), Swim (+20%), Trade (Cartographer, Shipwright).

**Talents:** Disarm, Night Vision, Orientation, Seasoned, Super numerate, Traveller.

**Trappings:** Rapier, Light Armour (Leather Jack), Navigator's instruments, Telescope, Ship.





Name: **Heinz Stroke.**

Status: Crew - Bosun.

Look: Strong, scarred, unshaven

Personality: Abrasive, professional, brusque.

Position: Normally on the promenade deck, but he can be found on any part of the ship as condition is triggered.

Obsession: Watching no one damages the ship.

Condition: Anytime a PC tries to damage the ship, he will appear to reproach it. If the PC doesn't stop, he will attack him until he stops or Igor pulls him back to the ethereal world (1d4 rounds). Any damage made by PC is also recorded on the lieutenants' map (see below).

Rescue: He will be safe when PC manage to make the whole crew working in their places in the material plane.

Notes: As PC enter the promenade deck he will appear complaining about his assistants low efficiency. He will call to Mrs. Stirgenland and Ieltsin (see below) to order them to do some reparations (although none of them will show). He will ask the PC about rowers *"I have noted the ship has lowered its speed"*. If ask about why he doesn't do it himself replies stating *"I can't. I'm very busy here. I have to watch everybody is in their post. It is from the promenade deck that I can control every thing!"*.

**Heinz Stroke, Human, Mate, ex-Marine, ex-Seaman, ex-Fisherman**

**Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
45	39	44	45	35	40	39	32

**Secondary Profile**

A	W	SB	TB	M	Mag	IP	FP
2	14	4	4	4	0	5	-

Skills: Command, Common knowledge (the Empire, Wasteland, Norsca), Consume Alcohol, Dodge Blow, Gossip,

Intimidate (+10%), Outdoor Survival, Perception, Row, Sail, Scale Sheer Surface, Speak Language (Reikspiel, Norse, Breton), Swim (+10%), Trade (Merchant, Shipwright).

Talents: Disarm, Hardy, Orientation, Resistance to Disease, Resistance to Magic, Seasoned Traveller, Street Fighting, Strike Mighty Blow, Strike to Stun, Warrior Born.

Trappings: Light Armour (leather Jack), Sword, Grappling Hook, Crossbow.

Name: **Reiner Stirgenland and Leopold Ieltsin.**

Status: Crew - Lieutenant and Second lieutenant (Pilots).

Look: Youthful, well-dressed. They are twins.

Personality: Educated, professional, courteous.

Position: Pilots' cabins.

Obsession: Watching out for ship rigs.

Condition: When sails, oaks, or any other part of the ship rigs are being handled (not maliciously) or repaired. They also appear as PC come in the pilots' cabin.

Rescue: To rescue them it is necessary to plug the water leakage and repair all damage done by Igor Tolstoy (he has already broken the topmast and an oak). A Trade (shipwright) check is in order for every damaged piece. PC can find all the necessary material in the sail and rope Locker at the promenade deck.

Notes: As PC go in the pilot cabin they will appear complaining about the ship bad condition: *"!Someone is damaging the ship, you can't allow this, you must keep the ship from sinking!"*. In their cabin there are the ship maps in ghostly form as well; Every time there is any damage on the ship, they do cross that part of the ship, so PC will know what must be repaired. At the moment PC get on the ship there are several





marks on it: the hull water leakage at the bilges, an oak, and the topmast. Once rescued, they can continue reparations on any damage Igor Tolstoy can do (see below).

**Reiner Stirgenland and Leopold Ieltsin (both use the same scheme), Humans, Tradesman**

**Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
30	35	32	33	40	41	38	35

**Secondary Profile**

A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	4	0	1	-

**Skills:** Common knowledge (the Empire), Evaluate, Gossip, Haggle, Perception, Read/Write, Speak Language (Reikspiel), Trade (Carpenter, Shipwright).

**Talents:** Ambidextrous, Savvy, Strong-minded.

**Trappings:** Light Armour (Leather Jerkin), Shipwrighting Tools, Dagger.

**Name:** Jakob Roundfingers.

**Status:** Crew - Hafling Cooker.

**Look:** Plump, smiling.

**Personality:** Bustling, cheerful.

**Position:** Kitchen.

**Obsession:** Cook the dinne<sup>oo</sup>r.

**Condition:** If anybody tries to get something to eat or cook from kitchen.

**Rescue:** He needs to get the kitchen tidy (as it has been affected by Igor) and ready for the dinner. He'll also plea for help to cook a meal for several passengers, as his ghostly form unable him to pick the pans and pots.

**Notes:** He appears in despair as he can't tidy his kitchen. He will ask about the number of passengers sitting down at table and the food available. Once rescued, he will try to help PC as good as he can, giving hints of obsessions and functions of the rest of crew.

**Jakob Roundfingers, Halfling, Tradesman, ex-Servant**

**Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
30	38	20	29	41	49	33	51

**Secondary Profile**

A	W	SB	TB	M	Mag	IP	FP
1	13	2	2	4	0	1	-

**Skills:** Academic Knowledge (Genealogy/Heraldry), Blather, Common Knowledge (Halflings, the Empire),

Dodge Blow, Evaluate, Gossip, Haggle, Perception, Red/Write, Search, Speak Language (Halfling, Reikspiel, Kislevian), Trade (Cook).

**Talents:** Acute Hearing, Hardy, Night Vision, Resistance to Chaos, Resistance to Poison, Savvy, Specialist Weapon Group (Sling), Very Resilient.

**Trappings:** Sling, Pans and Pots, Kitchen knife (SB-2).

**Name:** Theodor Bond.

**Status:** Crew - Ship Purser.

**Look:** Slim, dapper, handsome.

**Personality:** Suave, charming, polite.

**Position:** Purser office.

**Obsession:** Watch for the passengers to have a good trip.

**Condition:** If the PC tries to go into the vault (Strong Room) or go in the Purser office.

**Rescue:** A gentleman called Sergei Romanov has lost his ring. He has to find it.

**Notes:** If he appears during a vault robbery on behalf of PC (Bosun Heinz Stroke may also appear) he will reproach them, attacking only if completely necessary and always





being very polite, while trying to convince the PC to give it up. He will inform the PC they aren't allowed to enter the vault, unless they are passengers (he can be bluffed about this, as he can't remember all the passengers, with a successful **Charm vs WP test - Etiquette Talent bonus applied, +10% bonus for every nobility related career**). In any case, he will ask the PC about "*the ring of Mr. Romanov*" (*Do have they seen it? Do they know if someone has found it?*). He will explain them that Mr. Romanov is a Kislevian ambassador who has lost his ring and is looking for it. Mr. Bond states that he is now very busy and can't search for the ring, so he will be very grateful if they report him should they find it.

Theodor Bond has a list of the most notable passengers on board and in which cabins do they are (see map): Sergei Romanov (Kislevian ambassador), Franklin Anguis (bretonian merchant), Luwt Übermensch (merchant from Mairenburg), Igor Tolstoy (a duke from Ostermark). He also has the crew list and where they rest.

According to Mr. Bond listings, inside the vault there were a couple of ancient Arabyc boxes. One of them was picked up by Igor Tolstoy last night, so there is one left in. The Arabyc box in the vault has two compartments. The upper one has a single dose of an antidote potion that only work when someone has been already affected by the magical sand-dust, as a creepy joke on behalf of the daemon. The second compartment is a false bottom (**Search test -30% if examined**) where there is a note warning about the potion application method "Apply after the sand dust". Ideally this potion will be used by PC to turn Igor Tolstoy touchable so they can seize or kill him. But it also could be use to cure a PC affected by the sand dust residues on the box at Igor cabin. If PC use the potion in this last way, Sergei Romanov, once back from his ghostly form, can borrow his magic sword to the PC in order for them to kill Igor.

There are also several chests which contain the passengers' valuables which sum up 50+1d100 gp for each notable passenger.

Once in substantial form, Mr. Bond will be able to report about the Igor Tolstoy strange behavior the night of the ghost episode, when he came to Mr. Bond office to withdraw a single box which he seemed to overprotect.

#### Theodor Bond, Human, Steward, ex-Valet

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
39	44	36	37	42	66	36	56

##### Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	4	0	1	-

Skills: Academic Knowledge (Genealogy/Herardry, Law), Blather,

Charm, Command, Common knowledge (the Empire), Evaluate, Gossip, Haggle, Perception, Read/Write, Search, Speak Language (Reikspiel, Breton).

Talents: Public Speaking, Resistance to Magic, Resistance to Poison, Super Numerate.

Trappings: 2 Sets of the best noble's garb, Writing kit, Vault keys, Dagger.

#### Name: Sergei Romanov.

Status: Passenger - Kislevian ambassador.

Look: Tall, Hair and Moustaches worn in long braids threaded with ceramic beads. Sergei does not wear his armour while traveling, but wears a knee-length tunic with richly-embroidered borders in the kislevian fashion, plus stout breeches and knee-length boots, with heavy, fur-lined overcoat and a fur hat.

Personality: Born about thirty years ago into a minor noble family in the city of Kislev, Sergei has served with distinction in the Tsar's armies. Sergei is an experienced, enthusiastic soldier. He has an enormous appetite for food, drink and exercise. He also has a tendency to fall in love with attractive young women he meets in his travels,





forgetting them instantly at journey's end. He is a bluff, hearty man with a great appetite for life and a direct approach to life's difficulties.

**Position:** Personal stateroom.

**Obsession:** Find his ring.

**Condition:** Once PC go in his stateroom.

**Rescue:** Hand him his ring.

**Notes:** When he appears he is absolutely obsessed by finding his ring. Together with Heinz Stroke (the Bosun) and Igor Tolstoy himself, they are the only ones that can walk through the ship in their ghostly form. Inquiring him about what he was doing before knowing he has loosed it, he will start to remember the facts on the night before, like someone who is recalling a distant memory. He'll explain that the night before loosing his ring he went to the captain ball where he met a terribly beautiful stewardess named Gwendolyn. *"They went to her cabin to have a drink, but when things started to turn interesting suddenly she felt sick, headache she said..."* Then, PC can search in the servants' cabins for the ring, where they would eventually find (**Search Test**) a golden ring decorated with precious stones and the kislebian coat of arms engraved (**Common knowledge - Kislev or heraldry**) on it.

**Sergei Romanov, Human, Noble Lord, ex-Knight, ex-Squire, ex-Noble**

**Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
61	50	45	52	49	41	45	57

**Secondary Profile**

A	W	SB	TB	M	Mag	IP	FP
2	18	4	5	4	0	5	1

**Skills:** Academic Knowledge (Genealogy/Heraldry, History, Strategy/Tactics), Animal Care, Animal Training, Blather, Charm, Command, Common knowledge (the Empire), Consume Alcohol, Dodge Blow,

Evaluate, Gamble, Gossip, Perception, Read/Write, Ride, Secret language (Battle Tongue), Speak Language (Breton, Kislebian, Reikspiel, Tilean).

**Talents:** Ambidextrous, Etiquette, Luck, Public Speaking, Specialist Weapon (Cavalry, Fencing, Flail, Two-Handed), Schemer, Strike Mighty Blow, Warrior Born.

**Trappings:** Medium Armour (Leather Jack), Magic Foil (Counts as a Magic weapon, it is considered to have the Armor Piercing quality), Best Craftmanship Noble's garb, 500 gp, Jewellery worth 500 gp.

**Name:** Franklin Anguis.

**Status:** Passenger - Bretonian Merchant.

**Look:** Middle-aged, overweight. Ostentatious dress.

**Personality:** Reflexive, calculating, introspective.

**Position:** Personal suite.

**Obsession:** Find Luwt Übermensch.

**Condition:** He will appear as soon as characters come in his stateroom.

**Rescue:** He needs to get in touch with Mr. Luwt Übermensch, a merchant from Mairenburg.

**Notes:** When characters enter his suite he will appear asking them for Mr Luwt Übermensch, as he can't find him. They had to sign a contract to cross-breeding bretonian and imperial sheep. On the table there is the contract. In order to rescue both merchants characters have to meet them in the same place. As they shake their hands and read the contract they will gradually become more and more substantial while returning from the ethereal plane. When in substantial form Anguis will ask for Mr. Tolstoy. He knows that Mr. Tolstoy had something very precious inside the ship vault, and was always keeping an eye on it. Last night, after dinner, just before going to bed, he saw Mr. Tolstoy leaving his stateroom.



**Franklin Anguis, Human, Merchant, ex-Burgher****Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
40	36	41	36	36	61	41	38

**Secondary Profile**

A	W	SB	TB	M	Mag	IP	FP
1	12	4	3	4	0	1	-

Skills: Charm, Common knowledge (Bretonnia, the Empire), Drive, Evaluate,

Gossip, Haggle, Perception, Read/Write, Search, Speak Language (Breton, Reikspiel), Trade (Merchant).

Talents: Coolheaded, Dealmaker, Savvy, Supernumerate, Very Strong.

Trappings: Abacus, One set of good clothing, 300 gp. in assorted jewellery, Dagger.

**Name: Luwt Übermensch.**

**Status:** Passenger - Merchant from Mairenburg.

**Position:** Personal stateroom.

**Look:** Youthful, immaculate, slightly frail.

**Personality:** Feminine, High-spirited, noisy.

**Obsession:** He needs to meet Mr. Franklin Anguis.

**Condition:** He will appear as soon as characters come in his stateroom.

**Rescue:** He needs to get in touch with Mr. Franklin Anguis, a bretonian merchant.

Notes: Mr Übermensch and Mr. Anguis had a deal to cross-breed bretonian and imperial sheep, but he can find him. He has a contract on the table. See Franklin Anguis notes paragraph to meet the conditions on how to rescue him. When in substantial form, Mr. Übermensch will ask for Mr Sergei Buhkarin (a kisleavian nobleman). Last night he saw Mr. Buhkarin going to the servants' cabins being accompanied by a beautiful stewardess.

**Luwt Übermensch, Human, Merchant, ex-Tradesman, ex-Peasant****Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
37	40	30	40	38	31	50	55

**Secondary Profile**

A	W	SB	TB	M	Mag	IP	FP
1	13	3	4	5	0	1	-

Skills: Animal Care, Animal Training, Charm, Charm Animal, Common knowledge (Bretonnia, the Empire, Dwarfs), Concealment, Drive, Evaluate,

Gossip, Haggle, Perception, Performance (Singer), Read/Write, Ride, Scale Seer Surface, Secret Language (Guild Tongue), Set Trap, Speak Language (Breton, Reikspiel), Trade (Farmer, Merchant).

Talents: Hardy, Flee!, Fleet Footed, Resistance to Disease, Savvy, Streetwise.

Trappings: One set of good clothing, 500 gp. in assorted jewellery and perfumes.







Name: Igor Tolstoy.

Status: Passenger - False noble/Necromancer.

Look: Tattooed arms with arcane symbols, Bulky, Broken nose, Long hair.

Personality: Selfish, arrogant, cold, enraged.

Position: Personal stateroom/All around the ship (see "Condition" section below).

Obsession: He is full of hate and distress. He just wants to damage the ship and harm its crew and passengers.

Condition: After 1d4 rounds of a NPC apparition, he will pull it back to the ethereal plane making it disappear. Alternatively he can also attack the characters for a round.

Rescue: The only way it can be taken form the ethereal plane is using the potion inside the Arabyc engraved chest at the ship vault. He can also be defeated by staving him with a magic or enchanted weapon (spells like Blessed weapon, Hammer of Sigmar or Swords of Justice will work as well). Other damaging spells can affect Igor, too.

Notes: He is the chaos necromancer sorcerer responsible of the situation. He just wants to damage ship rigging. He can't affect repaired things. Magic sand dust is bond to him, so either he dies or flees, everybody in the ship comes back from their ghostly form. In his suite there is an Arabyc engraved box fallen on the floor. It still contains a thin layer of magical sand dust, and if touched a successful **Will Power** check is required in order to avoid the touching extremity being turned in a ghostly limp forever. Character affected by the sand dust in this way gain an **Insanity point**. Other characters who see the transformation must succeed in a **Terror check** or gain an **Insanity point**, too. There is also a potion bottle broken on the floor.

Every 10 minutes there is a 25% chance that Igor Tolstoy damages a part of the ship (roll a d6):

- 1.- Bilges.
- 2.- Oar deck.
- 3.- Crew cabins.
- 4.- Staterooms/Passenger Cabins.
- 5.- Saloon deck/Kitchen.
- 6.- Promenade Deck/Wheel House.

**Igor Tolstoy, Human, Master Wizard, ex-Journeyman Wizard, ex-Apprentice Wizard, ex-Student**

**Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
44	35	38	49*	50	65	69	43

**Secondary Profile**

A	W	SB	TB	M	Mag	IP	FP
1	17	3	4	4	3	16	-

Skills: Academic Knowledge (Astrology, Daemonology, Magic, Necromancy, Theology), Channelling, Charm, Common knowledge (the Empire, Kislev, Araby), Gossip, Intimidate, Magical Sense, Perception, Read/Write, Ride, Search, Speak Language (Arabyan,

Classical, Kislevian, Reikspiel,), Speak Arcane Language (Daemonic, Magick)

Talents: Acute Hearing, Aethyric Attunement, Dark Lore (Necromancy), Dark Magic, Fast Hands, Lesser Magic (Aethyric Armour, Dispel, Move, Silence), Linguistics, Meditation, Mighty Missile, Petty Magic (Arcane), Savvy, Seasoned Traveller, Strong-minded, Very Resilient.

Disorder: The Beast Within.

Trappings: Grimore, Trade Tools (Apothecary), \*Ring of Resistance (+5% to Toughness), Wand of Command (+5% to Command and Intimation Tests).





## That's not all folks!

In addition to the haunted ship mysteries, PC will have to confront some weird and creepy effects generated by the poured chaotic sand dust, like scaring screams from nowhere, poltergeist attacks, insubstantial apparitions, arcane vortex of other dimensions, etc. They are just to spice up whether the players need some more action. Other passengers and crew also in his ghostly form wander on the ship appearing and disappearing. They can be used as background noise. Every time players go through decks, roll a d6 or just choose the event that best fit the situation:

1. Panic, pain or madness screams. Will Power test to avoid fear (character won't dare to go in the room source of the screams).
2. Poltergeist. Characters are attacked: BS 23% - Damage 0.
3. Non interactive ethereal apparition: People running in panic, seeking someone, etc. They neither know where they are nor notice their surroundings.
4. Innocent interactive ethereal apparition. Lost and disoriented they ask the characters where they are, what are they doing there and plea for help.
5. Harmful interactive ethereal apparition. Some people in the ship have turned mad in their ghostly form. They will try to harm characters. They attack as an apparition. See the apparition scheme.

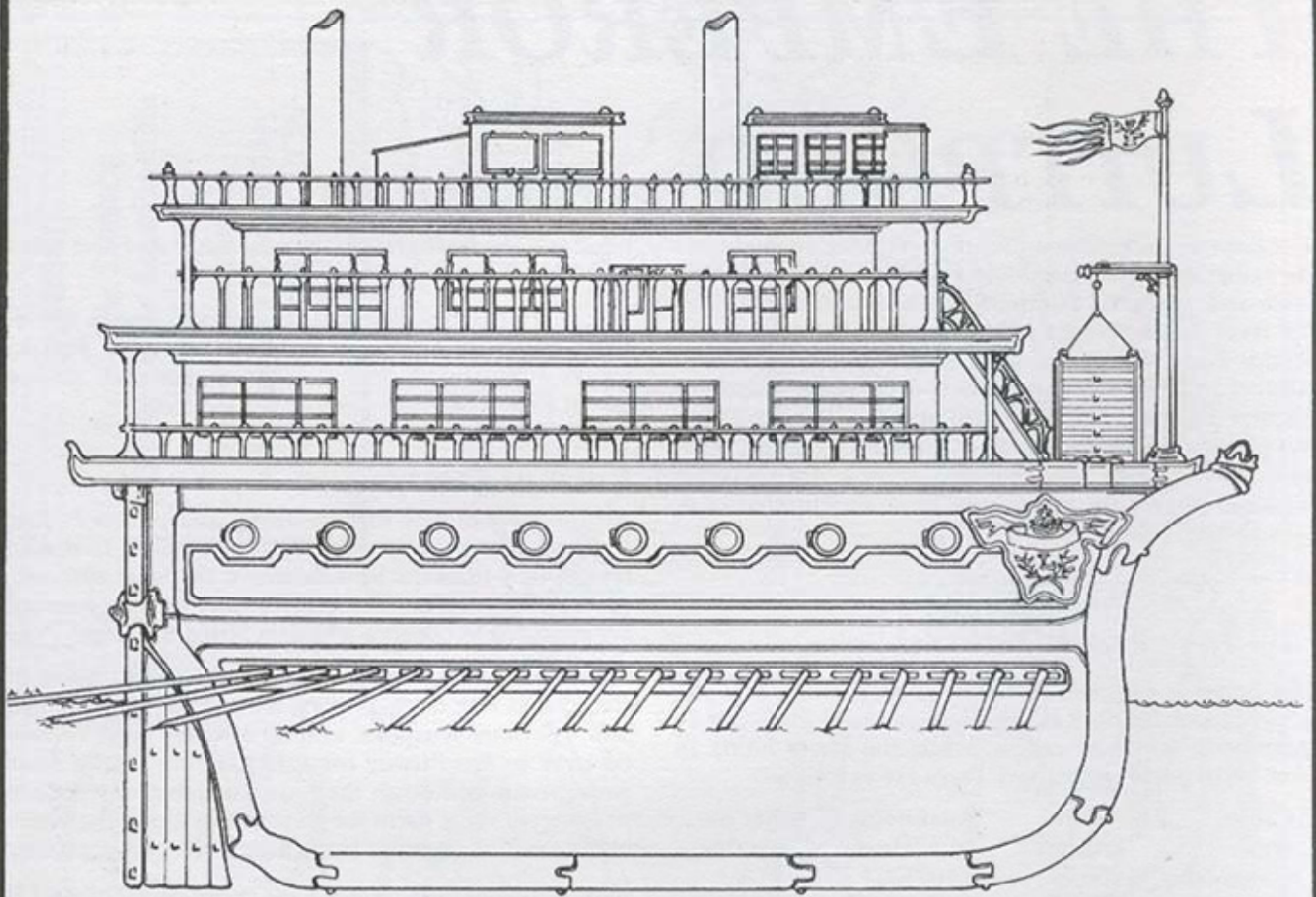
Apparition, Common folk							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25	0	0	30	-	21	21	25
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	10	0	3	4	3	1	-
<b>Special rules:</b> Insubstantial. Immune to psychological effects and non-magic weapons. Causes Fear on living beings and can cause Terror if they want to. They can pass through solid objects. If a living being is passed through by an apparition must success on a WP roll to avoid being paralyzed for 2d6 rounds.							

**Main NPC in ghostly form acquire the special rules features, drop their BS and S to 0 and loose Ag Characteristic. Otherwise keep the rest of their characteristics and skills.**

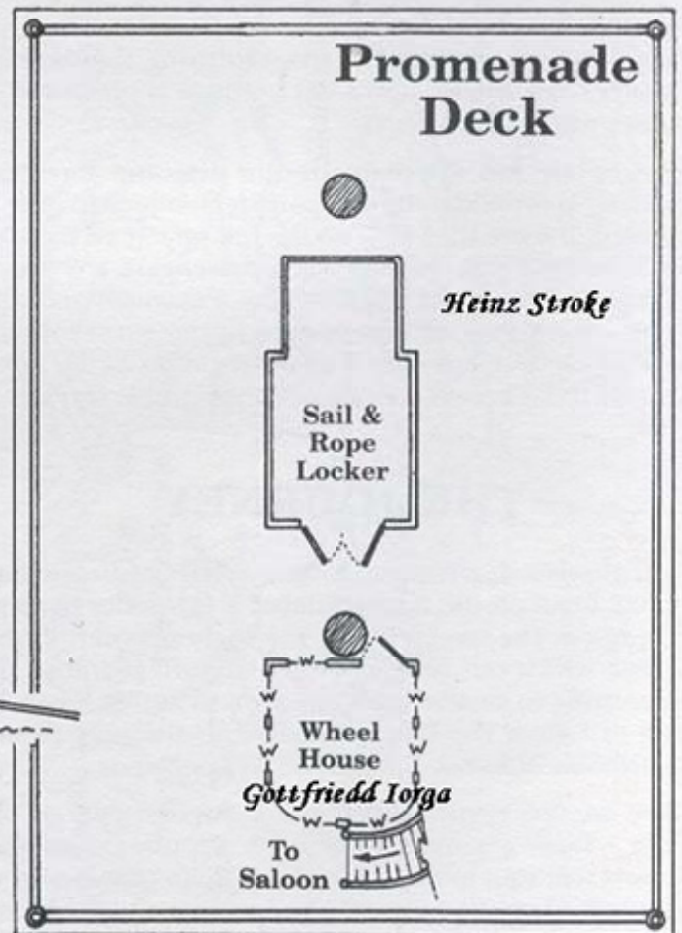
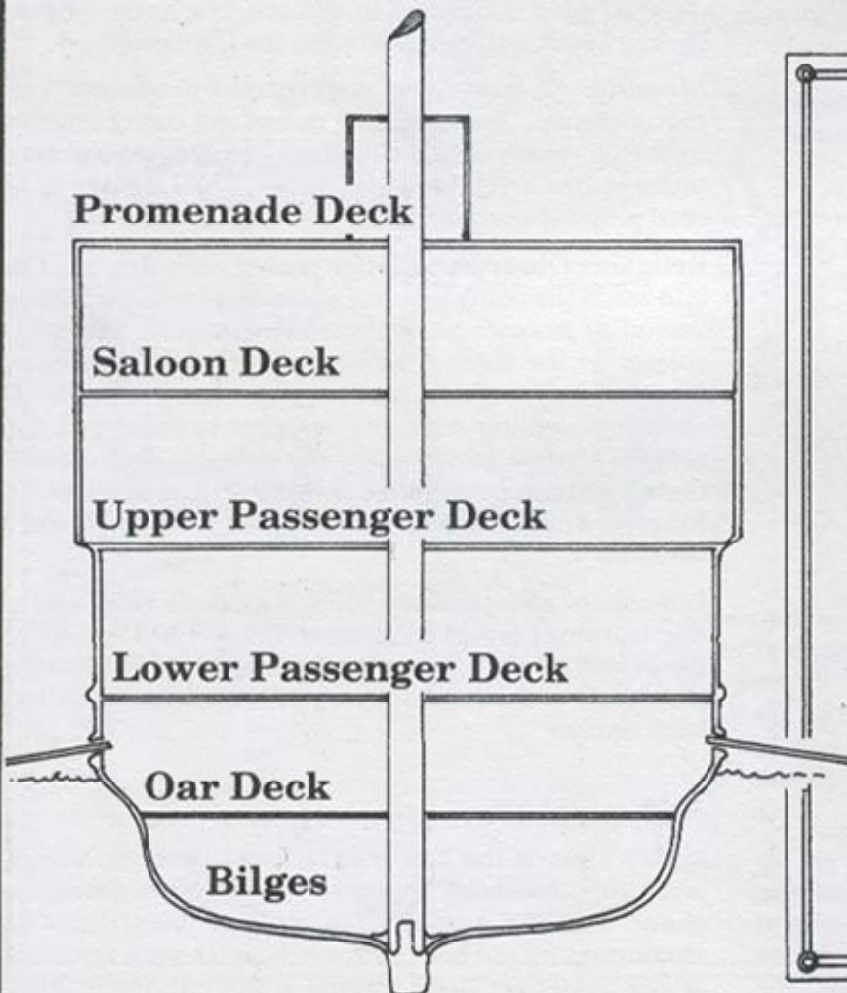
6. A Ghostly vortex appears and swallows every thing in the material plane. It appears at 1d10 m (1d10 x 3 feet) from the characters. If there is a vortex at 4 m (12 feet) or less from a character, she must success in a **Strength check** or being swallowed by the vortex and turned into a ghost (Fate point to avoid it). The strength check is made with the following bonus:

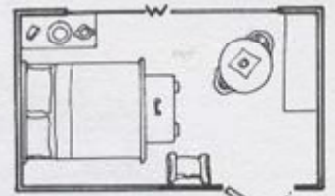
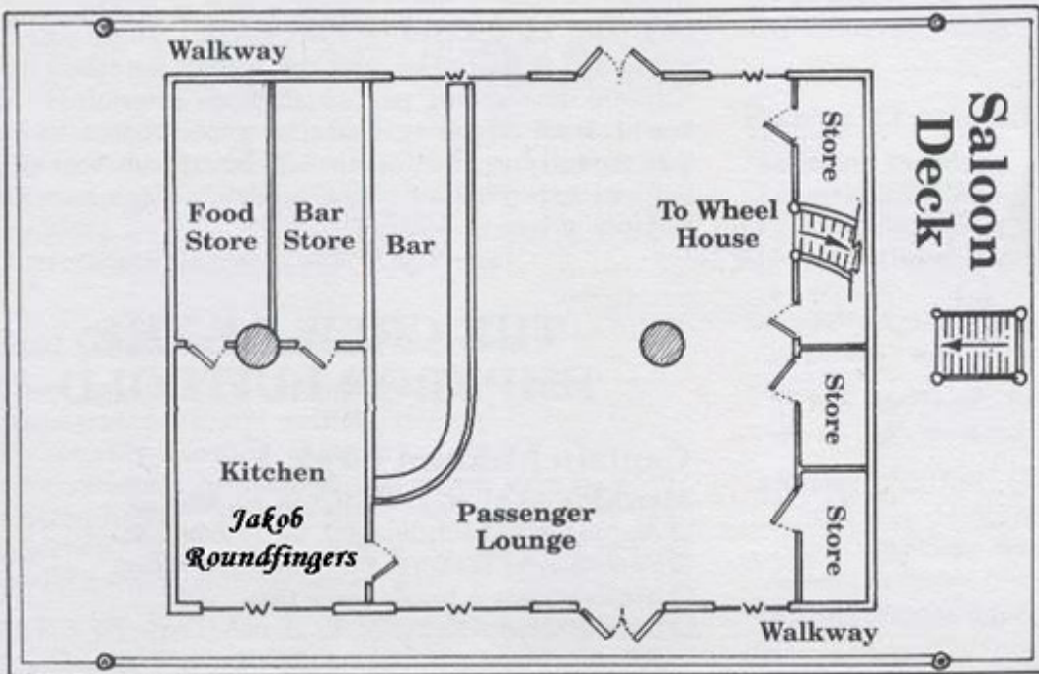
1m (3ft)	-	S-10%
2m (6ft)	-	S
3m (9ft)	-	S+10%
4m (12ft)	-	S+20%



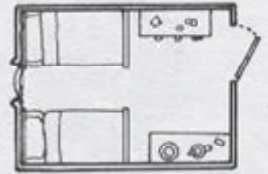


## The Vorhaben

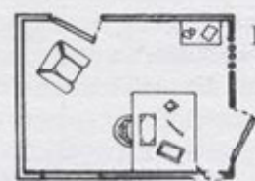
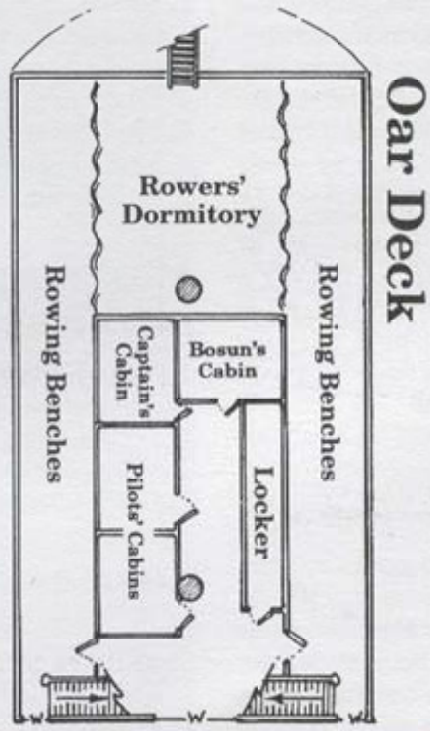
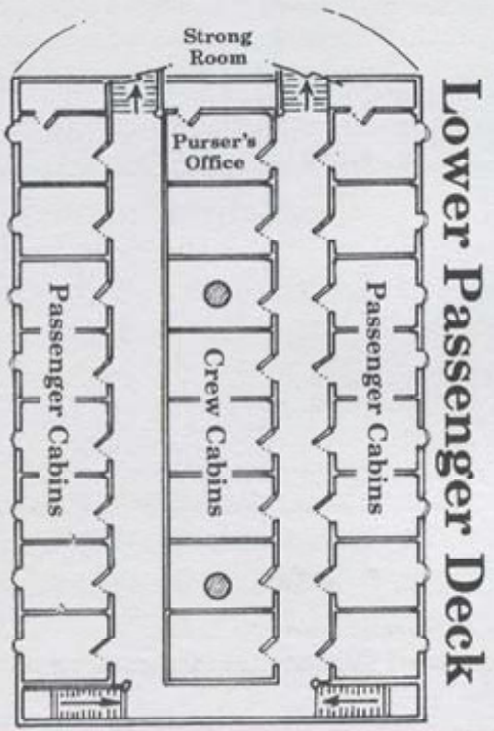
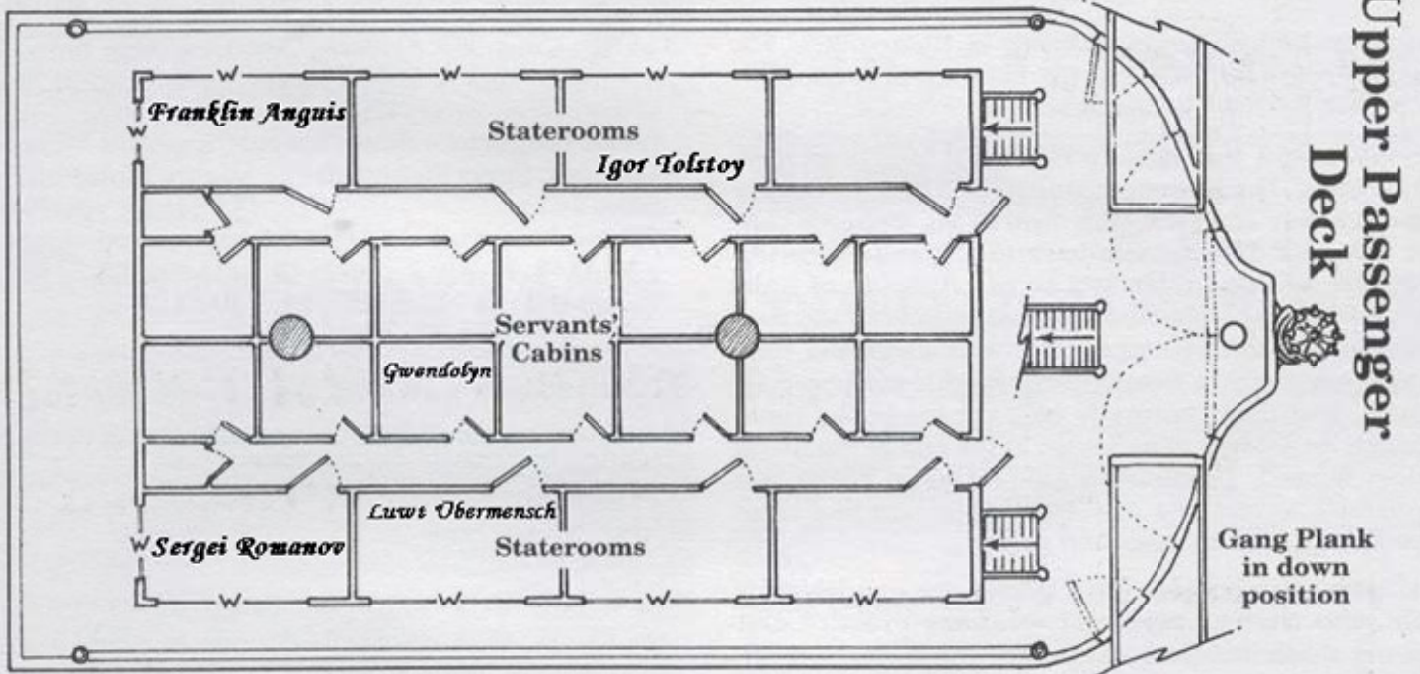




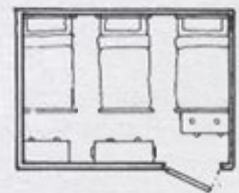
Typical Stateroom



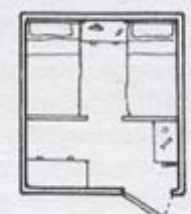
Typical Passenger Cabin



Purser's Office



Typical Servants' Cabin



Typical Crew Cabin