

WARHAMMER
FANTASY
ROLE-PLAY

OLD WORLD ADVENTURES



◆ SKELETON CREW ◆

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Special thanks to Games Workshop

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Last Updated, 10 October 2022

ADVENTURE SUMMARY

The Sea of Claws can be capricious, and those who live on its shores, and off its bounty, have a precarious existence. Recent storms have ravaged the coasts, with some places risking being washed off the map by icy waves. One such place is Grabufer, a tiny spit of land just off the coast of the isle of Odner. Grabufer is almost uninhabited, but it is where the folk of Odner send their dead to be buried. Extreme bad weather has washed away Grabufer's shrine, and the priest of Morr along with it. Several bodies from the site later washed up on Odner's shores.

An inexperienced initiate of Morr has done his best to perform rites to the dead, but without the right religious paraphernalia, or sufficient skill, he was not able to properly bless the bodies. These now urgently need transporting to the port of Dietershafen for burial before the cursed night of Geheimnisnacht.

The Characters are employed to assist this sad shipment on a voyage across the Sea of Claws, feared for its pirates, monsters, and other perils. But sometimes the enemy is within. During the storm that wrecked Grabufer, the frightened initiate, cowering under the shattered shrine, secretly offered prayers to the Shark God, Stromfels. He survived, but his mind is alive with thoughts of heresy and death, and he now hears Stromfels whisper demands for a sacrifice in return.

As Geheimnisnacht arrives, the ship's path unfortunately crosses that of the infamous cursed ghost ship the *Shadewraith*. Captain Vangheist and his crew of unquiet spirits are full of spite and hate for the living, determined to spread misery across the seas to all whose gaze falls upon their ghastly galleon. Like a shark scenting blood in the water, Vangheist can follow the traces of the unblest dead across great distances. Such corpses could swell the ranks of his own crew.

The journey from Grabufer to Dietershafen is short, but thanks to the disturbed initiate, and the predations of Vangheist, there are serious threats to the boat's crew.

To play this adventure, you may wish to use the rules found in **Sea of Claws** in order to run combats or pursuits between characters, but if you don't have that book, the likely outcomes of such encounters are provided.

PLOTS AND SUBPLOTS

Whilst the main motivation for the party is simple — help transport several coffins from the island to the mainland — there are several subplots to the story, which are outlined here.

The Job

The Characters have been hired to help out with the transport and protection of several bodies that recently washed up on the shores of Odner. The job is fraught with tension, as the dead are yet to be properly consecrated, and Geheimnisnacht, the night when the dead do not rest easily, is imminent.

Vangheist

The ghostly Captain Vangheist is patrolling the waters of the Sea of Claws. He is drawn to the Characters' vessel, sensing the presence of unconsecrated dead within. Vangheist will prove the most dangerous threat in the scenario, but he is not the only one.

Smuggling

One of the coffins to be stowed upon the ship contains several pieces of treasure scavenged from shipwrecks, bundled up in a winding cloth in the hope that any casual snoopers will be fooled.

The Murder

Brother Ammenhai is desperate to appease Stromfels in payment for surviving the storm. During the scenario he will kill Pierre and throw his body overboard.



GETTING STARTED

If playing this adventure as a one-off, the reasons for the party being in the situation they are in should be easy enough to establish. They are survivors of the recent storms who have managed to make it to the harbour in Odner, but whatever ship they were travelling on is no longer seaworthy. In order to make it back to the mainland, they will have to join the crew of the *Liebenswerte Adda*. For better or worse, this vessel is the only one heading back to the mainland for some time, and the captain is offering payment for people to help with crewing the ship and lugging cargo.

Characters in the midst of longer adventures are unlikely to be on such a remote and lonely island looking for work, but Captain Sigiswald of the *Liebenswerte Adda* could meet them in any Nordland port town and offer to take them on. He could present his job offer as either humanitarian (the folk of the islands may need assistance after the recent storms), mercantile (the folk of the islands may require services after the recent storms), or even piratical (the folk of the islands may be vulnerable).

If Characters have their own vessel they might find themselves in the position of Captain Sigiswald rather than working for him. In this case Brother Ammenhai might approach them directly, or through one of his contacts in Odner or Nordland, and the smuggling subplot could be avoided, or result from another contact doing a deal with one of the Characters or the party as a whole.

Whatever the arrangement, any journey to Odner will be swift and uneventful, with little in the way of drama. The Characters may have a little time to get to know their crewmates, and even work on making a few friends, but not so long that they learn too much about them.

The drama takes place over a day of sailing, and the main events of the scenario are broken down as follows:

SHIP'S WATCHES	MAIN EVENTS
Day 1: On the docks	The Characters help load several coffins into the hold of the <i>Liebenswerte Adda</i> and meet the crew of the ship.
Day 1: First Dog Watch 4 pm–6 pm	The ship sets sail. Brother Ammenhai tends to the dead and sets the schedule by which the dead will be tended by other Characters.
Day 1: Second Dog Watch 6 pm–8 pm	The ship makes poor headway against high winds and the captain demands that the anchor be dropped. Brother Ammenhai tends to the dead whilst the other Characters eat dinner.
Day 1: First Watch 8 pm–Midnight	Things are quiet on board, though the Characters may become victims of a practical joke played by the ship's boy.
Day 2: Middle Watch Midnight–4 am	The survivor of a wreck is seen floating in the sea. Whilst the injured man is being tended to, those still on deck may see the chilling sight of a ghost ship. Brother Ammenhai murders Pierre.
Day 2: Morning Watch 4 am–8 am	Svetlana tries to recover the smuggled goods from the hold.
Day 2: Forenoon Watch 8 am–Noon	Mieze the cat causes a commotion. The captain orders the anchor lifted. Pierre's body is discovered.
Day 2: Afternoon Watch Noon–4 pm	Vanghiest makes his grand entrance.





CAPTAIN SIGISWALD

Sigiswald is an experienced and professional sailor, though a fondness for rum has dulled his edge in recent years. He has the look of a seaman, with a penchant for heavy clothing and a bushy white beard. That he is a hard drinker is also plain, with a florid complexion and watery brown eyes.

Whilst he observes many of the superstitions common to sailors on the Sea of Claws, and can come across as eccentric as a result, he believes that keeping a disparate and divided crew together revolves around avoiding unnecessary drama and making sure everyone does their duty. Business has not been good for the captain though, and he has an ulterior motive for taking on the current job. He knows that one of the coffins does not contain a body, but treasure looted from wrecks.

CAPTAIN SIGISWALD CAPTAIN (GOLD 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	48	40	35	41	38	37	32	42	38	50	14

Skills: Athletics 47, Climb 45, Cool 48, Endurance 51, Gossip 60, Intimidate 45, Leadership 60, Lore (Oceans) 52, Melee (Basic) 58, Navigation 52, Outdoor Survival 52, Perception 48, Ranged (Blackpowder) 50, Row 45, Sail 47, Swim 40

Talents: Etiquette (Crew), Old Salt, Orientation, Read/Write, Sea Legs, Suave

Trappings: Bottle of Rum, Pipe & Tobacco, Pistol with ammunition for 10 shots, Sword