

Working Title: Sinking Ship

Character Creation

- your characters have offended someone; they want you dead.
- you're onboard the *Iceberg*—are you on the run, employed on the ship, suffering from wanderlust? All three?
- what's your background (see [Character Backgrounds \(Referee's Table\)](#))?
- you wake up from a drug-induced slumber, trapped in *storage B*.
- flashback appropriate to your background: How do they know what they do?

Table 1. Character Backgrounds (Referee's Table)

d6	Background	Prerequisite	Decks Known	Special Resources and Knowledge
1	Passenger	none	rough idea of upper decks	one additional item
2	Cabin Crew	none	upper decks, galley, infirmary, crew quarters	food elevator from galley to dining room, bridge is a lifeboat, captain won't abandon bridge
3	Stowaway	stealthy	layout of random lower deck, diving room, brig	knows one of the prisoners, who is loyal to them
4	Guard	visibly ready for combat	shaft, storage B, upper decks, brig	knows about the security system and high-energy magic cargo hold, has key to brig
5	Stoker	strong and enduring	boiler and engine deck, shaft	knows about the water inlet, door from shaft to coal storage doesn't close properly
6	Ship's Doctor	intelligent	infirmary and above	can disable the security system in the service room

Room Description

The Ship

- lit by self-igniting gas lamps (gas pressure pushes a firestone into the side of the pipe)
- lamps have valves next to them as on/off switches
- ship transports cargo from many different companies & people
- cargo is loosely based on east-west trading during the Age of Sail

1. Random Cargo Table

d10	Item
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1	Tea
2	Spices
3	Opium
4	Silver
5	Furs
6	Furniture [obvious]
7	Bales of cotton and silk [obvious]
8	Porcelain
9	Mail
10	Wood, strips of metal, ship repair stuff, tools [obvious]
11	Food [kitchen storage]
12	Coal [coal storage]

Lower Decks

- pipes everywhere:
- hot and cold water, steam
- pneumatics
- gas
- strong metal doors with speed wheels and bulkheads separate rooms
- all bulkhead doors open to the outside of the ship so doors can't be opened when the room is flooded #todo
- hot, stuffy air

High Energy Magic Storage Hold (aka *Storage A*)

- strong bulkhead with riddle lock
- airlock tunnel
- bolts that allow to decouple storage A from the ship (will sink)
- a sign that explains how to do that
- lined with lead
- magic crackles, small arcs strike between items and walls
- contains one sublimation bomb (converts all solid matter to gas in a 50 m radius)
- and a box of fireball wands

Storage B

- exits
- bulkhead towards storage A
- big metal door towards central shaft
- hatch towards brig, waterlogged, cold to the touch *
- wooden crates of diverse origin

Storage A

Central Shaft

- runs entire height of the ship
- metal doors to all levels
- pipes on the outside, set-in ladder on the inside
- removable gratings with small openings for the ladder
- levels
 - storage b: ash raining from above
 - storage a: coal fire on the grating, hot air rising
 - engine deck: grating removed, coal hatch open

Smoke Stack

Security System Service Room

Brig

Coal Storage

Boiler Room

- hatch to coal storage
- coal gasification plant
- water heater for cabins
- water distillation for drinking water
- sea water inlet: big enough to escape thru, if you're willing to flood the deck

Engine Room

- water pump for cabins
- air compressor for pneumatics

Galley

Infirmary

Diver Room and Airlock

Crew Quarters

Main Deck

- Cargo hatch
- life boats below

Superstructure

Cabins

Dining Room

Lounge / Smoking Room

Superstructure Smoke Stack

Bridge