

# 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)

d 6	Backgr ound	Prerequisite	Decks Known	Special Resources and Knowledge
1	Passen ger	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	Stowa way	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

## 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
- looks like a fast, small passenger ship; these are either filled with VIPs and armed to the teeth or full of third class passengers – neither a good target for piracy
- actually has an enormous, semi-secret cargo hold

## Why are we sinking?

The Antagonist executed the following plan:

1. drugged you to make you compliant, brought you to storage B
2. knocked you out
3. took the McGuffin from storage A
4. prepared the fire in storage C (beeswax from storage), opened the grating and the coal store
5. opened and jammed the diving air lock, unlocked all hatches on the way to shaft/storage C
6. lit fire, climbed up shaft towards life boats
7. panic crew and passengers, get away in life boat

*Table 2. Random Cargo Table*

d10	Item
1	Tea
2	Spices
3	Opium
4	Silver
5	Beeswax and honey
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
- flooding prevention:
- all bulkhead doors open to the outside of the ship

- all hatches open downwards
- hot, stuffy air

## Security System

### pneumatic robots, HD 2d8

- fire metal slugs via air riffles 1d6
- magnetic feet clamp to ship's hull
- as big as a basketball
- need to refill compressed air every 10 min
- are hard-programmed to 'guard', can't be used for anything else
- magic script inside chassis
- ship has small double hatches next to every door == Room Description

## Lower Decks

### 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 an empty, broken box

### *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 C*

### 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 c: coal fire on the grating, hot air rising
  - engine deck: grating removed, coal hatch open

## **Smoke Stack**

## **Security System Service Room**

- tools

## **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**