

The Riverboat

The Riverboat

By Rich Ahlgrim

Background

Hans Von Karlstein & the Burgeresses

There was never any question as to which occupation Hans Von Karlstein would take up. The youngest son of five of Heinrich Von Karlstein, famed witch hunter, whose family, the Von Karlstein's, had served the Empire as witch hunters for five generations. At the age of fifteen Hans began his apprenticeship to the Order Templar as a bounty hunter, then he served with his older brother Karl hunting vampires in Sylvania before finally earning his spurs. Hans' reputation began to grow within the ranks of his order as a true servant of the law as he rooted out more and more mutants, cultists and heretics, his complete devotion to duty unquestioned.

Then only two years ago, Hans began to hear stories of a mutant child being sheltered by a rural family, the Burgeress. As is the witch hunter way, Hans 'inspired' the local population's support and marched them towards the Burgeress' farmstead to confront the accused. He found Marl and Anna Burgeress working in their fields and had them detained. Alone he entered the Burgeress' home and found Conrad before him. Conrad tried to bar Hans' way and was almost cut down, somehow managing to avoid a killing sword blow from Hans and they grappled on the floor. Hans, being older, stronger, and more experienced, finally managed to pin Conrad down, but before he could administer a killing blow he was attacked from behind by Dieter, Conrad's older, and now mutant, brother.

Dieter did the only thing he could think to do. He sunk his now razor sharp and poisoned teeth into Witch hunter's boot. The poison rocketed through Han's system, almost killing him. As Hans thrashed about on the floor, both Conrad and Dieter made good their escape into the woods. Once recovered, Hans had both Marl and Anna burned alive for their crime, and to sate his vengeance. Hans spent three months searching for the brothers, before being called away by the order to investigate another matter. Recently though Hans has begun to question his faith and his calling. How could such a devotee of Sigmar and loyal servant the Empire become that which he most reviled, a mutant?

Although Dieter's poison failed to kill Hans, it would have been better for him if it had. Han's feet have started to mutate into claws. At first Hans thought he had a rash, then some rare disease. It is only recently, as his feet are now beginning to resemble those of a hawk, that Hans has accepted the truth. His family's bloodline has become tainted. The honour of his family's name destroyed. There is only one thing for Han's to do. Leave his beloved Empire; leave his homeland, leave his calling, never to return.

The Altdorf Queen

The Altdorf Queen is an old riverboat, having seen more than ten years of service, and hundreds of trips up and down the River Reik from Altdorf to Marienburg. Her captain and owner, Albrecht Gustoff is proud of his vessel. Having served on riverboats since the age of twelve, Albrecht saved almost every penny he earned doing so, to buy his own boat. Since commissioning the Altdorf Queen's building till now, he has made himself a small fortune, and now plans to build a small shipping fleet based in a village just north of Altdorf, where his wife and three of his four children reside.

This being his last voyage up the river, his first mate, Karl Johannas is going to take over as Captain of the craft for Albrecht. The crew of the Altdorf Queen, four deck hands and a cook, are all extremely loyal to Albrecht and Karl, as they pay and treat them all extremely well. Good treatment such as this is considered an extremely rare oddity among the riverboat community.

The Altdorf Queen is also a marvel of the riverboat community, and incorporated many innovations in riverboat design. First she carries triangular sails both before and after the mast on two separate booms, allowing the sails to be configured in the standard pattern of a square sail or in a line with a third sail rigged forward. The Queen's bottom is flat, but her bow is tapered up to a point to better cut through shallow waters, and for easier beaching. She is also almost twice the size of a normal riverboat, allowing her to carry almost twice the cargo. The most innovative design feature though is the crisscrossing of her keel and hull support beams, which makes her hull many times stronger than the standard designs. Currently Albrecht has commissioned three more sister ships to the Altdorf Queen, which are slated for completion within the next three years, each one to be captained by one his three sons, all of whom are now experienced river men.

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Below decks is the cargo hold. The forward compartment can be converted, by removable walls, into a series of up to four cabins for passengers. The central compartment is used for main storage of goods. The rear compartment is the crew quarters, a small place with just enough room for five hammocks. Up top the forward area can be used to store extra cargo. Towards the rear of the boat rests a three-room cabin, one for Albrect, one for Karl and the Galley. The boat's tiller is just behind the main cabin, on an elevated platform, just high enough for the boat's helmsmen to see over the cabin. Under this platform are stored a couple of two-man rowboats, which are used to tow the riverboat during periods of calm winds or off of sandbars. The crew's pay and tariff funds, plus any profits for they venture are kept in a small iron box, under Albrect's bed. This box is affixed to the deck of the cabin by strong iron bolts and only Albrect and Karl have keys to the dwarven made lock. (-30% lock pick). At any time during the trip there are 5d10 Gold Crowns in the strong box.

The Crew

Albrect Gustoff, Aldorf Queen's Captain and Owner

Albrect is looking forward to his becoming a shipping baron. He talks constantly of the fishing he will do, his business contacts, and about his oldest son Franz (named for the emperor) who is currently serving as a first mate on another vessel, how he will make a fine captain for his new fleet. Albrect boasts of his three other children, two sons, and a daughter, and his wife Alda often, but Franz is obviously his favourite. Albrect treats his first mate, and future business partner, Karl like a younger brother, as they have sailed together for more than fifteen years. Albrect is not just well liked by his crew but loved by them.

Description: An average built man with thinning brownish grey hair and brown eyes. Always a friendly expression on his age wrinkled face.

WS	BS	S	T	Ag	Int	WP	Fel
59	46	53	51	54	58	52	65
A	W	SB	TB	M	Mag		
3	18	5	5	4	0		

Armour: Head: 0 Body: 0 Arms: 0 Legs: 0

Talents: Disarm, Hardy, Lightning Parry, Resistance to Disease, Swashbuckler, Seasoned Traveller, Specialist Weapon Fencing, Street Fighting, Strike Mighty Blow

Skills: Command, Consume Alcohol X3, Dodge Blow X3, Gamble, Gossip X2, Intimidate, Perception X2, Row X2, Sail, X3, Scale Sheer Surface, Swim X3

Trappings: Sword, Dagger, Leather Armour (Chest, Arms, Legs)

Karl Johannas, Aldorf Queen's First Mate

Karl Johannas was once a hard drinking, hard fighting man. The type of river man who has ladies up and down the river. That all changed when Albrect asked Karl to be his first mate, and also promised him a share in the Aldorf Queen's profits. Through Albrect's generosity Karl has been able to save up enough crowns to buy into the venture and will become a full partner and captain of the boat after this last trip. He is a quiet man who spends much time in contemplation, he is well liked by the crew, who consider him a hard but extremely fair man.

Description: A tall, bald man heavily scarred in both the face and chest. His right eye is missing and covered by a leather eye patch.

WS	BS	S	T	Ag	Int	WP	Fel
44	39	43	55	47	38	41	49
A	W	SB	TB	M	Mag		
2	14	4	5	4	0		

Armour: Head: 0 Body: 0 Arms: 0 Legs: 0

Talents: Hardy, Resistance to Disease, Swashbuckler, Seasoned Traveller, Street Fighting, Strike Mighty Blow

Skills: Consume Alcohol X2, Dodge Blow X2, Gamble, Gossip X2, Perception, Row X2, Sail, X2, Scale Sheer Surface, Swim X2

Trappings: Sword, Dagger, Leather Armour (Chest, Arms, Legs)

(Loony) Louie of Parravon, Ships Cook

The crew members call Louie "Loony Louie" because his lazy eye, squat stature and matted hair give the impression that Louie is a little unhinged. Nothing is farther from the truth. Louie comes from a family that has long lived as domestic servants to the Knighted Family Merceaux of Parravon. When Louie was very young, Richard Merceaux decided to make an investment in his young future servant and had him trained to become a scribe. When Louie's training as a scribe was complete he was given to Henry Merceaux, Richard's youngest son, and the two travelled to Marienburg together in search of greater fortune. Henry never fared well in his business dealings in Marienburg. Henry and Louie along with one other servant survived on a meager allowance from Richard and whatever money could be gained from Henry selling Louie's services as a Brittonian scribe. When Henry died suddenly, violently, and penniless in a Marienburg gambling

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brothel, Louie wrote a letter to Richard telling him of his son's death and promising that he would return to Parravon by summer. With the best of Henry's books tucked under his arm, Louie walked to the docks to catch a dream. Nine years later Louie still works for Albrect as a cook. Although Louie enjoys a good read it takes a hard fight to get Louie to put pen to parchment. He has been cooking for Captain Albrect for nine years now, and even serves as the cook for the Gustoff family between trips up the river. He is fully literate and when not preparing a meal, or asleep, he can be found curled up with some dusty tome of knowledge. The life of a river man, especially one who frequents Marienburg, allows him rare opportunities to acquire all manner of books, some even banned within the Empire's borders. When Hans comes on board, Louie slips away to his galley to hide his copy of The Librium Mortainus, in a secret compartment in the galley floor used for smuggling. The text discusses the philosophy of Necromancy, is a forbidden tome and contains discourses on the use and formation of magic, but does not contain any actual spells. A person studying the tome for twenty hours can attempt to learn the Aethyric Attunement with a +10 to their Intelligence roll. Louie loves his life of cooking and sailing free on the river Reik. It is common for him to yell at his fellow deck hands *"I am a free man, water pig! I can walk away when I want and leave you and this crew with no stew."*

Description: A short round man with matted hair, balding on the top of his head and a lazy eye.

WS	BS	S	T	Ag	Int	WP	Fel
43	36	41	30	42	35	38	32
A	W	SB	TB	M	Mag		
1	14	3	2	4	0		

Armour: Head: 0 Body: 0 Arms: 0 Legs: 0

Talents: Hardy, Swashbuckler, Seasoned Traveller, Street Fighting, Strike Mighty Blow, Etiquette, Savvy, Super Numerate.

Skills: Consume Alcohol X2, Dodge Blow, Perception X2, Row, Sail, Scale Sheer Surface, Swim, Gossip X2, Drive, Haggle, Trade Cooking

Trappings: Dagger

Hector Estaban, Deck Hand

Hector Estaban was an Estailian Desterio, who, after losing an eye in a duel, was drinking away his sorrows in a tavern when Albrect found him. Albrect needed someone with the skill of a fighter for his newly commissioned Altdorf Queen so he took pity on this lad, and taught this street tough how to be a boatman. Hector took to the trade with the same passion he once had for fighting, and is an outstanding river man. Karl plans to make Hector his first mate, with Albrect's approval, but hasn't told him yet. Hector's temper is still quick, while on land, but his love for the river life is apparent in its almost total disappearance while on the boat.

Description: Short, dark skinned male, whose dark hair is cut close to his scalp. Brown eyes dominated his face, above a small nose and almost lipless mouth.

WS	BS	S	T	Ag	Int	WP	Fel
55	41	45	41	54	32	37	21
A	W	SB	TB	M	Mag		
2	16	4	4	4	0		

Armour: Head: 0 Body: 0 Arms: 0 Legs: 0

Talents: Hardy, Swashbuckler, Seasoned Traveller, Street Fighting, Strike Mighty Blow, Lightning Reflexes, Strike to Injure, Specialist Weapon Fencing

Skills: Consume Alcohol, Dodge Blow X2, Perception, Row, Sail, Scale Sheer Surface, Swim

Trappings: Sword, Dagger, Leather Armour (Chest, Arms, Legs)

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Otto Auvast, Deck Hand

Otto claims he was born on the river and will die on the river. He rarely leaves the boat, and Albrect uses Otto as the boat's watchman. When Otto was only twelve years old, a travelling soothsayer told him that he would die on dry land sometime after the age of eighteen. He took to the river at the age of seventeen and has only set foot on dry land three times in the past five years since then. He is slightly insane and must pass a willpower test to leave the boat for dry land, and another willpower test each hour afterward to remain on dry land. If Otto carries a bucket of river water with him he gets a +20% to that roll as long as that bucket of water remains full and in his hands. Albrect understands Otto's strange behavior and allows Otto to live on the boat when it is not travelling on the river.

Description: A small round man, who sways when he walks.

WS	BS	S	T	Ag	Int	WP	Fel
49	46	35	37	32	25	39	26
A	W	SB	TB	M	Mag		
2	15	3	3	4	0		

Armour: Head: 0 Body: 0 Arms: 0 Legs: 0

Talents: Hardy, Swashbuckler, Seasoned Traveller, Street Fighting, Strike Mighty Blow, Disarm, Strike to Stun

Skills: Consume Alcohol X2, Dodge Blow X2, Perception, Row X2, Sail X2, Scale Sheer Surface, Swim

Trappings: Sword, Dagger, Leather Armour (Chest, Arms, Legs)

Peter Reiksmann, Deck Hand

Peter is the son of a son of a son of a river man. His grandfather once owned a riverboat, but it was attacked and burned by beastmen some fifteen years ago, killing both his grand father and his father. Albrect knew Peter's father, Stavut, and took pity on the now penniless family, by hiring on Peter. Peter considers Albrect his father, and even stays with Albrect's family when in Aldorf. Peter has been promised a first mate's position on one of Albrect's new boats.

Description: A highly attractive youth with blonde hair blue eyes and well-defined muscles.

WS	BS	S	T	Ag	Int	WP	Fel
46	37	40	30	46	32	34	31
A	W	SB	TB	M	Mag		
2	13	4	3	4	0		

Armour: Head: 0 Body: 0 Arms: 0 Legs: 0

Talents: Hardy, Swashbuckler, Seasoned Traveller, Street Fighting, Strike Mighty Blow, Savvy

Skills: Consume Alcohol, Dodge Blow, Perception, Row, Sail, Scale Sheer Surface, Swim

Trappings: Sword, Dagger, Leather Armour (Chest, Arms, Legs)

Conrad Hielmann (Brugerness), Deck Hand

Conrad has been sailing with Albrect for two years now. He originally signed on while the Aldorf Queen was docked at the Kalcoat harbor, as a temporary replacement for a sick crewmember. On the return trip Albrect heard that that member had succumbed to his malady and died. Conrad immediately impressed both Albrect and then Karl with his ability to learn quickly the workings of a riverboat, and upon arrival at Aldorf they offered him a full time position. He does not speak of his past before the riverboat. He and his whole family were accused of hiding a mutant, his brother, Deiter. His family's farm was burned to the ground and both his mother and father condemned to the stake for this crime. Both Deiter and Conrad managed to escape. When the Aldorf Queen stops at Kalcoat Conrad often disappears for a time to visit his brother Deiter, who is hiding in the nearby woods with a band of outlaw mutants. He has convinced all of the crew that he is seeing a farmer's daughter during these visits, and the crew often jokes about this.

Description: a tall youth with reddish-brown hair and green eyes.

WS	BS	S	T	Ag	Int	WP	Fel
40	27	46	31	32	37	35	34
A	W	SB	TB	M	Mag		
2	14	4	3	4	0		

Armour: Head: 0 Body: 0 Arms: 0 Legs: 0

Talents: Hardy, Swashbuckler, Seasoned Traveller, Street Fighting, Strike Mighty Blow

Skills: Consume Alcohol, Dodge Blow, Perception, Row, Sail, Scale Sheer Surface, Swim

Trappings: Sword, Dagger, Leather Armour (Chest, Arms, Legs)

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Hans Von Karlstein, Witch Hunter

Hans is a fifth generation Witch Hunter, who is proud of his heritage. That is why he is running away. Hans is also a mutant. The mutation is a recently developed affliction in which Hans' feet are becoming claw like. He blames this on Conrad's brother, who managed to bite him in the ankle a couple of years ago during Dieter's escape. He feels that he can no longer hide his affliction so he is running away. To turn himself in would only bring shame to his family's good name, and could ruin his four brothers, who are also Witch Hunters. To this end he has commandeered passage on the first available riverboat out of Altdorf, on which as fate would have it, works the brother of the very man he blames for his affliction. Hans, who is wrapped in his own misery, will fail to recognise Conrad, but Conrad will not fail to recognise him. **Description:** Average height, slightly built man with black well-kept hair and clothing. A pointed black hat tops his long, hook nosed face.

WS	BS	S	T	Ag	Int	WP	Fel
65	63	48	50	47	43	65	45
A	W	SB	TB	M	Mag		
3	18	4	5	4(6)	0		

Armour: Head: 0 Body: 0 Arms: 0 Legs: 0

Talents: Lightning Parry, Lightning Reflexes, Marksman, Menacing, Public Speaking, Sixth Sense, Specialist Weapon Crossbow, Specialist Weapon Entangling, Specialist Weapon Throwing, Stout-Hearted, Strike Mighty Blow

Skills: Charm, Command, Gossip, Intimidate, Perception X3, Ride X3, Search X3, Silent Move X2

Mutation: gives him +2 movement when not wearing boots.

Trappings: Sword, Dagger X 5, Crossbow w/ 10 bolts, Leather Armour (Chest, Arms, Legs, Head)

The Mutant Outlaws

Dieter and his band of eight Mutant Outlaws, while mutants, are still not completely taken over by the chaos that infests their bodies and souls. Yet the seductive call of the chaos powers is a constant buzz in their ears and with each passing month they fall further and further under its sway. The band is currently in turmoil, each member disgusted with themselves and Dieter because of the acts of depravity to which they have declined. Just last week the band ambushed a caravan of traders, killing all but a few. Those unfortunate survivors were eaten alive, the lust for blood and fresh meat having taken them after the short pitched battle. It started with Gabber, but all of them, even Dieter, succumbed to the call of chaos and partook of the grizzly feast. The extremely human gesture of revenge against a Witch Hunter, one who represents directly the persecution and authority which forces them to live such depraved lives enlivens the band though. It is their own determination not to repeat the vileness of the incident with the caravan that they agree to not use deadly force to secure their prisoner. The mutants have a merchant contact in Kalcoat who trades their ill got loot for food, weapons, and clothing, at outrageous profits of course.

Dieter Bruggess

Dieter is the mutant brother of Conrad. A long time ago, both were playing in the forest near their home, when Dieter found some strange green berries. The chaos blood of a beast man had infected the root of the berry plant, and after eating them that blood forced the mutation upon Dieter's young body. His family managed to hide his mutations for three years until Hans von Karlstein happened upon their village. There he discovered the truth about Dieter and condemned his family to the stake. Soon after Conrad and Dieter were found by a band of mutant bandits. Dieter impressed the band of mutants when he killed their previous leader and now enjoys almost unquestioned command of the group. Since Dieter took over as leader this small band has prospered greatly, mostly due to information about riverboats and caravans that Conrad passes on to Dieter.

Description: Tall bulky man with shoulders that angle up in a V. His torso and arms are covered in bone plating that can be disguised by wearing a shirt or jacket, which is normally what he does. Dark hair, small red eyes and a mouth full of small razor sharp teeth.

WS	BS	S	T	Ag	Int	WP	Fel
42	52	39	57	29	44	44	56
A	W	SB	TB	M	Mag		
3	18	3	5	3	0		

Armour: Head: 1 Body: 3 Arms: 3 Legs: 1

Talents: Lightning Parry, Mighty Shot, Quick Draw, Rapid Reload, Sure Shot, Streetwise, Sharpshooter

Skills: Command, Concealment X2, Dodge blow, Drive, Ride, Follow Trail, Perception X2, Ride, Scale Sheer Surface X2, Silent Move X2, Set Trap, Swim

Mutation: Bone Plated Chest and Arms. +5% Toughness, +5% strength, -1 movement -10% agility. Razor sharp poisoned teeth. May be used as an attack, Damage SB-2. If a wound is caused, player must make a toughness test or

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take an additional 3 wounds. If the player rolls doubles on the toughness test (Either passing or failing) they will gain a mutation in 1d10 months.

Trappings: Hand Weapons, Dagger, Bow w/ 12 arrows, Leather Armour (Chest, Arms, Legs)

Brog

Description: A tall woman with nearly glowing, thick mane of blonde hair, and skin so thin her internal organs can be seen. Usually wears a hooded cloak covering her from head to toe.

WS	BS	S	T	Ag	Int	WP	Fel
41	25	35	18	35	37	33	30
A	W	SB	TB	M	Mag		
2	15	3	1	4	0		

Armour: Head: 1 Body: 1 Arms: 1 Legs: 1

Talents: Rover, Sharpshooter

Skills: Concealment, Dodge Blow, Drive, Perception, Set Trap, Swim, Silent Move

Mutation: Translucent Skin; -10% toughness Causes fear.

Trappings: Hand Weapons, Dagger, Bow w/ 12 arrows

Baldie

Description: An overly large man at almost 8' tall with bone plated arms and an extremely small head, ¼ the size of a normal head that is almost a solid mass of bone.

WS	BS	S	T	Ag	Int	WP	Fel
45	41	28	34	34	15	27	28
A	W	SB	TB	M	Mag		
2	13	2	3	4	0		

Armour: Head: 5 Body: 1 Arms: 3 Legs: 1

Talents: Rover, Strike to Stun

Skills: Concealment, Dodge Blow, Drive, Perception, Set Trap, Swim, Silent Move

Mutation: Bone plated arms can be used as shields, shrunken head, -20% intelligence, causes terror

Trappings: Hand Weapons, Dagger, Bow w/ 12 arrows

Craw

Description: A short hunched back man with a prehensile nose and a crab clawed left hand.

WS	BS	S	T	Ag	Int	WP	Fel
41	41	36	39	41	42	30	31
A	W	SB	TB	M	Mag		
2	12	3	3	4	0		

Armour: Head: 1 Body: 1 Arms: 1 Legs: 1

Talents: Rover, Strike to Stun

Skills: Concealment, Dodge Blow, Drive, Perception, Set Trap, Swim, Silent Move

Mutation: Crab Clawed left hand, may be used as a shield. Has nose like an ant-eater.

Trappings: Hand Weapons, Dagger, Bow w/ 12 arrows

Gabber

Description: A slightly built average sized woman with scaled skin, like a snake's and a mouth full of razor sharp teeth in an overly large mouth. Her eyes are a huge and have a hypnotizing effect.

WS	BS	S	T	Ag	Int	WP	Fel
36	40	31	33	48	31	34	32
A	W	SB	TB	M	Mag		
2	14	3	3	4	0		

Armour: Head: 3 Body: 3 Arms: 3 Legs: 3

Talents: Rover, Sharpshooter

Skills: Concealment, Dodge Blow, Drive, Perception, Set Trap, Swim, Silent Move, Hypnotism

Mutation: Scales +2 AP, overly large mouth full of razor sharp little teeth. Attack SB-2

Trappings: Hand Weapons, Dagger, Bow w/ 12 arrows

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Hangtooth

Description: A normal looking male figure with scraggly grey hair. His teeth have grown into a solid mass of yellowish white bone. Hangtooth is the Liaison between this band of mutants and their merchant contact in Kalcoat.

WS	BS	S	T	Ag	Int	WP	Fel
49	33	24	26	40	45	29	31
A	W	SB	TB	M	Mag		
2	14	2	2	4	0		

Armour: Head: 1 Body: 1 Arms: 1 Legs: 1

Talents: Rover, Strike to Stun, Haggle, Gossip, Intimidate

Skills: Concealment, Dodge Blow, Drive, Perception, Set Trap, Swim, Silent Move

Mutation: Teeth have grown together in to a solid mass of yellowish white.

Trappings: Hand Weapons, Dagger, Bow w/ 12 arrows

Jinks

Description: An average sized female with a right arm and leg twice the size of a normal human. She walks with an exaggerated limb due to her abnormal leg.

WS	BS	S	T	Ag	Int	WP	Fel
40	36	39	32	48	37	22	34
A	W	SB	TB	M	Mag		
2	15	2	3	2	0		

Armour: Head: 1 Body: 1 Arms: 1 Legs: 1

Talents: Rover, Strike to Stun

Skills: Concealment, Dodge Blow, Drive, Perception, Set Trap, Swim, Silent Move

Mutation: Right arm & Leg is twice the size & strength as normal +10% strength, -1 to M.

Trappings: Hand Weapons, Dagger, Bow w/ 12 arrows

Pots

Description: A smallish man whose head is large at the top and tapers down into his neck like a flowerpot. The top of his head is flat and bald. Overly large eyes, ears and nose dominate his misshapen head.

WS	BS	S	T	Ag	Int	WP	Fel
40	44	32	32	48	32	36	38
A	W	SB	TB	M	Mag		
2	13	3	3	4	0		

Armour: Head: 2 Body: 1 Arms: 1 Legs: 1

Talents: Rover, Strike to Stun

Skills: Concealment, Dodge Blow, Drive, Perception, Set Trap, Swim, Silent Move

Mutation: Mishapped head, looks like a flower pot.

Trappings: Hand Weapons, Dagger, Bow w/ 12 arrows

Yaps

Description: A grey skinned, female of average build and an extremely attractive figure. She has an overly large mouth that extends to the edge of her face like a frog's.

WS	BS	S	T	Ag	Int	WP	Fel
36	33	35	30	34	28	32	30
A	W	SB	TB	M	Mag		
2	14	3	3	4	0		

Armour: Head: 1 Body: 1 Arms: 1 Legs: 1

Talents: Rover, Sharpshooter

Skills: Concealment, Dodge Blow, Drive, Perception, Set Trap, Swim, Silent Move

Mutation: Large mouth and sticky tongue. skin is grey-greenish in color.

Trappings: Hand Weapons, Dagger, Bow w/ 12 arrows

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Operation of the Riverboat

Loading and Unloading

Albrecht and Karl oversee the loading of all cargo and passengers. If cargo is delicate, like silks, or suchlike, it is wrapped in a waxed tarp and secured on the forward part of the deck. All other cargo is stored in the main Cargo hold below decks. When Passengers are taken aboard, the crew erects temporary walls in the forward portion of the cargo hold, forming up to four cabins. Each of these cabins will accommodate three people each.

In route.

The Riverboat makes seven regular stops on its trip both up and down the river. Most of these are to deliver supplies to remote villages at wharfs along the river. The trip takes five days in good weather, one way. The stops are listed in order from Aldorf to Marienburg. (See Attachment A)

During the duration of each stop the passengers will be allowed to go ashore, but must return before the Aldorf Queen sails again. Passengers left behind are on their own and anything they left behind on the boat can be recovered at Albrecht's warehouse in Marienburg and Aldorf respectively. A storage fee of a schilling a day is charged for any gear stored in the warehouses.

The Stranger

The Adventurers for their various reasons have booked passage on the Aldorf Queen, (5 schillings per person, or 1 Gold Crown for a private room), to Marienburg. All the cargo is stored, and the Queen is just about to set sail, when a tall, skinny man, dressed in black and wearing a grey hooded cloak, hails the Captain. Albrecht allows the man aboard and speaks with him privately. Characters who have lip-reading skill or acute hearing will have a standard chance to overhear the conversation.

Albrecht - *How may I help you good sir?*

Hans von Karlstein - *I am Hans von Karlstein, on imperial business. I require passage to Marienburg, boat master.*

Albrecht - *Very well Herr Karlstein. I assume you shall want a private room sir?*

Hans - *Of course.*

Albrecht - *I shall have one readied for you immediately.*

Albrecht will then inform the party, if necessary, that their sleeping accommodations will have to be modified. If any object, he will remind them that Hans is a Witch Hunter and thus by Imperial edict, he can commandeer this craft and boot all the passengers off, which so far he has not done.

For most of the journey Hans will remain mostly locked away in his cabin, only venturing forth for meals, which he eats either alone on the deck or in his cabin.

The Trip up River

The trip up the river is a quiet and lazy one with few upsets. Attachment A has a list of all the stops made by the Aldorf Queen and notes, which list specifics about them. Feel free to embellish each stop as necessary. Note that the only night the boat actually spends on the river is the night after the Kalcoat stop. This is when Dieter and his band of mutants will attack the ship. It is important that you play up Conrad's nervousness around Hans. Of course most of the crew is nervous of the Witch Hunter, but Conrad's efforts to avoid the Witch Hunter's few appearances on deck should be noticeable to anyone with an easy perception test (+20%).

The crew will interact with the PCs in a friendly manner, asking for news and gossip from the various parts of the world they are from. Albrecht has a standing order that the crew may not gamble with a passenger under any circumstance, but other than that they are free to do as they wish, as long as their boat duties are not interfered with.

The crew's reaction to Hans Von Karlstein:

Albrecht

Albrecht has had many a Witch Hunter aboard his vessel and knows to tread softly with them. His is respectful with them but will brook no argument on how his boat is run.

"Aye laddie I've worked for those black hatted bastards before. Just mind your P's and Q's and don't go mucking around in their business. Give em no reason to turn their suspicions upon ye"

"This one is a strange one, not so as I can tell, all those Witch Hunters are a strange lot, but this one scares me the most. Hasn't bothered me about me crew he hasn't. Isn't right and makes me nervous it does"

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Karl

Karl simply ignores the Witch Hunter, he has a ship to run and a crew to care for.

"Just another passenger and this is just another trip up river. You there, Otto, tighten that line, I'll take that sail outta yer pay ere she rips."

Conrad

As noted before Conrad will avoid the Witch Hunter as much as possible. Bending to a task or making a quick excuse and get away whenever the Witch Hunter comes on deck. Conrad's emotions are in complete turmoil, He is scared to death of being recognized by Hans and yet burns to avenge his parents murder.

"No good that is what they are. Black hearted bastards them all, whipping up people into a mob to kill their own neighbors. I ain't seen no evil nor no chaos but I seen those devils at work."

The Rest of the Crew

All have traveled with Witch Hunters before and know to keep to their tasks and do as the Captain says, give them no reason to suspect them. Louie will be nervous about the Witch Hunter at first but will shortly relax, realizing that Hans is not here about his forbidden book.

"Is ill omened to have one aboard. Last time, we had one of these black hats aboard we ran afoul of beastmen we did. I can still remember Loony Louie rapping this great big horned on the noggin with 'is frying pan. Complained for a month about how that Morr-be-damned pan was dented."

Conrad's Sweetheart

Once the cargo for Kalcoat is unloaded, Conrad will slip away with a nod from Albrect. The new cargo is loaded without Conrad. Any player who wishes to follow Conrad will be able to with a simple shadowing test (+20%) until Conrad leaves the city gates. Once outside Conrad will head north and west along the river for two hours. At which point the shadowing will become more difficult, (normal test). If Conrad discovers that he is being followed he will do his best to lose the player(s) shadowing (-20%) for an hour before he gives up and slips into a roadside inn about one mile north of Kalcoat. During the night around two AM he will attempt to sneak out of the inn again to meet with his brother Dieter. Shadowing Conrad now is another simple shadowing test (+20%). If Conrad manages to lose the player(s) they can attempt to follow his trail at a simple follow trail test (+20%).

Once Conrad meets with his brother, in a clearing near the outlaw camp. They player(s) will see Conrad embrace Dieter and they will sit down and talk. Calmly at first and then more excitedly. The PCs will not be able to hear what is being said but will be able to get a clear view of Dieter. They only talk for fifteen minutes before Conrad embraces Dieter once again and then returns to the Aldorf Queen.

The Attack

It is late in the evening. Louie has just closed up the galley for the night and retired to his hammock with a copy of Portents of the Stars. Albrect has also just turned in, with all of the crew except for Conrad, who has volunteered for night watch, and Otto who is manning the boat's helm. The dark shapes of the mutants, who are using felled trees as flotation devices, swarm the boat as it lazily makes its way upriver. Conrad and Otto are quickly and quietly subdued and the boat is run aground. The whole boat will come awake with a resounding crash as the keel of the boat scapes ashore. As the PCs leave their cabins they will see a wounded and subdued Hans being carried off by a hideous and huge mutant with an extremely small head (Baldie). Terror checks will need to be made, and any player failing will gain one insanity point, and hide in their cabin for 1d5 hours. PCs who make it to the top deck will be attacked by at least one mutant, as the rest are busy subduing the crew. Conrad lies on the bow where a nasty blow to the head has left him unconscious. The melee with the crew will last another three rounds before all of the crew are subdued and the mutants escape. If the PCs kill a mutant he will be left behind. The mutants will not be trying to kill anyone and all attacks will be to stun or incapacitate their opponents (striking to stun). If a character's wounds reach 0 they are knocked unconscious. Once all the PCs and crew have been subdued the Mutants will escape with their prize, Hans von Karlstein. Note that none of these wounds are permanent, and all will be recovered by morning.

The Rescue?

In the morning the PCs will recover enough to find the crew tending Conrad and Albrect who are the most seriously wounded of them all. Karl will be ranting that they are all as good as dead, and wondering why the mutants just didn't finish them. If any of the PCs followed Conrad, and they can recognise Dieter during the attack, they can accuse Conrad of helping the mutants. Only a successful fellowship roll starting at -30%, unless the player can sound extremely convincing will convince Karl of Conrad's guilt. If this is successful Conrad will confess and Karl will have him put in chains

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to be handed over to the witch hunters. Later Albrect and Karl, upon hearing Conrad's tale will allow for his escape in Marienburg with a warning to never darken their future.

Regardless whether the above happens or not, Karl will make it clear that the Order Templar will consider them all in league with mutants unless they can at least recover the body of the Hans. The authorities of the empire know the names of each and every crew member and passenger because the law requires that every boat travelling the river turn in a passenger manifest at Carroburg. Thus pretending that the incident never happened will do no good. Hans must be saved or his body recovered. Karl implores the PCs to do this, as he needs his crew to help with repairs to the Aldorf Queen, and get her away from shore as soon as possible. While disabled the boat is easy prey for river pirates, bandits or who knows what else from the shore. If pressed he will offer a reward of three gold crowns to each player to bring Hans to Marienburg, dead or alive. If the PCs refuse, he will strand them on the shore and sail on to Marienburg without them. Once back in Carroburg he will blame the death and disappearance of the Witch Hunter on the PCs.

Following the Mutants

Following the trail left by the mutants will be easy (easy follow trail or perception tests), as the mutants expect no pursuit. The Boat was run ashore only fifteen yards from where the forest gives way to the swamp. It will take the player(s) three hours of travelling through the woods to find the outlaws' camp. The camp is a scattered collection of shacks surrounded by a four foot wooden stockade. The entrance to the stockade is a hole in the wall five foot wide and is always guarded by at least one outlaw. When the party arrives Gabber will be on duty at the entrance. The rest of the band, including Dieter, are recovering from any wounds they may have received and from their late night excursion by sleeping within the shacks. Gabber is tired and almost asleep on her feet, with her back up against the wooden wall. Han van Karlstein is being held in a 4' by 4' by 4' wooden cage suspended 5' from the ground by a hastily constructed set of poles. He is still fully dressed but his weapons are gone, except for a dagger hidden in the small of his back. The fire pit near the cage is full of smoking embers and the lingering smell of roasted meat lingers in the air.

Options:

Sneaking in. The PCs may try to sneak up on Gabber, (Silent move +20%), and incapacitate him. If they manage to do so, they will be able to get into the camp and free Hans without waking the sleeping bandits. Give the bandits only a 5% chance of awaking while the PCs are within the camp. If they do not, it will take them at least an hour before they realise their prisoner has escaped and give chase.

Frontal Assault: If the party fails to surprise Gabber and subdue her within the first round, she will shout a warning. Roll one die for each mutant and add five, that is the number of rounds it will take for each mutant to join the fray.

Once Hans is free, if the PCs managed to spirit him away he will wait for an hour before turning on the party. If the PCs overcame all of the bandits or manage to free him before all the mutants are disabled he will steal a weapon and attack both the bandits and the adventures.

In the case of being spirited away, once they are away from the camp Hans will feign weakness and ask to lean on the strongest person in the party. He will then attack the adventurer (+40% WS) and steal his/her weapon and declare "You can't take me back, I am a damned man. I deserve to die, you have cheated me of that death, so now I will give you yours!" and attack the rest of the party like a possessed man. If the PCs try to escape, Hans will let them go, cursing them for cowards and head back to the outlaw camp to confront the mutants, and die. Otherwise, if they stay and fight the mutants will arrive after ten rounds of combat.

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The Wrap Up

When they return to the shore, with or without Hans, there will be no sight of the Aldorf Queen. They will find their possessions, which they left upon the boat stacked neatly with a note and a purse containing 5 Gold Crowns for each adventurer. The note reads:

Please forgive me, but I cannot stay a moment longer, Pirates patrol this stretch of the river looking for boats which have been disabled, and the threat to my Captain and crew is too great. I have left you enough provisions for you to make the 4 day journey to Marienburg on foot from here. There is a road due west only 1/4 of a days journey from this spot. Once you reach that road follow it north, it is well patrolled and has many fine coaching inns along the way. I have reimbursed each of your passage fares and added a little extra to hopefully recompense each of you for your trouble. Once again I regret to leave you in such a position, but you must understand I have no choice.

Signed

Karl Johannas

First Mate

Aldorf Queen Shipping Company.

PS You can deliver Han's body, if you recovered it, to the road wardens along the Kalcoat-Marienburg road.

The thought of losing his recent investment in the Aldorf Queen and worry over his Captain's health, forces him to abandon the PCs and sail on to Marienburg.

If the adventures managed to secure the outlaws compound they will find 15 Gold Crowns, 142 Schillings and 87 Pennies scattered about in the various shacks, plus an assortment of weapons and Armour in various states of repair.

The PCs are now left in the middle of nowhere, with plenty of supplies, and perhaps a group of mutant bandits, thirsting for their blood, and hot on their trail. So let them have it!

Award Experience,

- 25 Exp for uncovering Conrad.
- 50 Exp for recovering Han's body
- 50 Exp just for surviving.
- 25 Exp for good role-playing.

The Riverboat
Riverboat's Schedule:

City	ETA	Stay	ETD	Cargo Delivered	Cargo Picked up
Aldolf	N/A	N/A	6 AM	None	40 Barrels of Ale, Various foodstuffs, 20 bolts of various cloth (Silk, Linen, Satin)
Gatesburg	8 AM	2 hours	10 AM	12 Barrels of Ale, Various Food Stuffs	15 Crates of wool, 10 Crates of wine
Notes: Gatesburg is a small community of around 200 people.					
Merry Mermaid	4 PM	Over night	6 AM	8 Barrels of Ale, Various Foodstuffs	None
Notes: The Merry Mermaid is a road side inn, next to the river. Use standard Inn building and room and board is 1 schilling for the common room, 10 schillings for a private room. Note the crew will use the common room or the boat to sleep, while Albrect and Karl will share a private room.					
Portestand	9 AM	2 hours	11 AM	18 Barres of ale, Various Foodstuffs, 2 bolts of various cloth	8 Crates of wool, Various Foodstuffs
Notes: Portestand is a trading community near Carroburg of around 300 people. Players will be able to find almost all goods here for sale, at slightly inflated price. (Add 15% to standard costs)					
Carroburg	1 PM	Over night	6 AM	10 Crates of Wine, 18 Bolts of Various cloth, 23 crates of Wool.	40 Barrels of Ale, Various foodstuffs, A crate of Blunderbusses 5 Barrels of Gun Powder. (500 rounds of ammunition) 1 Barrel of Blunderbuss Shot (500 Rounds)
Notes: Carroburg is a major city of the Empire. Players will be able to find room and board and most other goods at standard prices.					
Bussesfoot	7 AM	5 hours	12 AM	10 Barrels of Ale, Various food stuffs	Various Food Stuffs, 50 Iron Ingots
Notes: Bussesfoot is a miners outpost with all standard ammenities and hugely inflated prices (add 50%) only common and uncommon goods can be found here though.					
Wandering Druid	4 PM	Over night	6 AM	9 Barrels of Ale, Various Food Stuffs	Various Food Stuffs, 5 Crates of Wool
Notes: Another Road side Inn, next to the river. Again use the standard Inn building with room and board being 1 schilling for the common room, and 10 Schillings for a private room. Note the crew will use the common room or the boat to sleep, while Albrect and Karl will share a private room.					
Kalcoat	2 PM	Over night	6 AM	21 Barrels of Ale, Various food stuffs 5 crates of wool.	
Notes: Kalcoat is a large town of the Empire. Players will be able to find room and board and most other goods at slightly inflated prices (add 10%) only common and uncommon good are available. This is where Conrad will slip off for the night to visit his "sweet-heart".					
Marienburg	1 PM Next day	2 Days	6 AM	All Remaining Cargo	