

ROLL	FIRE & FALL	HAUNTING
2	The ship shudders but does not tilt.	A hurled object attacks as a 4HD monster doing 1d6+1 damage.
3	The ship shudders and tilts 1d4 degrees to port.	1d4 hungry <i>Shades</i> come looking for the characters' blood.
4	One deck, beginning with the hold, fills with smoke. Characters must flee or save to avoid being overcome, unable to move and taking 1d6 damage.	A hot wind, smelling of burial incense and brimstone, blows from beneath the characters' feet, acting as a <i>Sleep</i> spell targeting the characters.
5	The ship tilts 1d6 degrees to port.	A very cold wind extinguishes all lanterns, lamps, candles, and torches.
6	As both 4 and 5 above.	Bodies in this compartment that have not been put to rest rise as <i>Zombies</i> .
7	The ship tilts 2d6 degrees to port.	<i>Shadow</i> of the nearest named crew member demands to be laid to rest.
8	Fingers from the engine's living flames ignite fires in this compartment. Characters here take 2d4 damage from the fires (half on a successful Save).	<i>Revenant</i> of first mate Jasmijn Veer climbed back from the Gorge of Zin to drag Bael back to the Abyss with her.
9	The ship tilts 2d8 degrees to port.	<i>Ghost</i> of Viktor Gust tries to lure the characters into his service.
10	Fire from the engines consumes one entire deck (starting with the hold), destroying inanimate objects and dealing 2d12 damage per round to all creatures on that deck. The ship tilts 3d6 degrees to port.	<i>Ghost</i> of Ashur Bael demands the characters become his new crew and attacks until they agree. Ahsur's ghost will always return as long as the heart is in his body.

CREATURES

- ◆ **ZOMBIES:** HD 2; AC 10 (9); Save: 15. Attacks with bite (1d6+1).
- ◆ **SHADES:** HD 1; AC 12 (7); Save 15. Attacks with bite (1d4). Resists weapons unless magic/silver. Giving a shade blood (allowing the shade to deal damage), gains it as a servant for 1 hour. The shades have forgotten their names, but whimper for the blood for which they hunger.
- ◆ **SHADOWS:** HD 3; AC 11 (8); Save 13. Attacks with weapon (as weapons or 1d6+1). Resists weapons unless magic/silver. Shadows may be laid to rest by honoring their corpse with last rites or a final kiss.
- ◆ **REVENANT:** HD 8; AC 14 (5); Save 7. Attacks twice with blade (as weapons or 1d8+paralysis). When hit, save or suffer paralysis for 1d4 rounds. Revenants are immune to being turned.
- ◆ **GHOSTS:** HD 4; AC 12 (7); Save 11. Attacks with touch (1d8). Immune to fire, cold, and weapons unless magic or silver. When touched, save or, after 2d4 rounds, the ghost claims the soul as a shade.
- ◆ **MEPHITS:** HD 2, AC 14 (5), Save 14. and attacks twice with lightning bolts (1d6+1). Once per day, thunder blast: in 15', save or fall, taking 2d6 damage. Immune to fear.

ITEMS

- ◆ **SCRIMSHAW WEAPONS:** Bone weapons with eldritch engravings, count as silver against undead. Thrown, the weapon breaks on a roll of 1 on damage.
- ◆ **DUKE LURSISS' HEART:** Eaten raw, a quarter portion can heal all damage, cure any poison or disease, or remove any curse but its own. Once each day, the healed character must save or immediately do something treacherous and cruel (betrayal, deception, murder, theft). No spell can remove the curse for 1d6 years. Alchemists will pay well for even a portion of the heart.
- ◆ **QUEEN JEDRA'S SWORD:** A bastard sword of unmelting ice, does +2d6 damage to creatures of fire, demons of the abyss, and undead. When touching the hilt, the wielder can be understood by any intelligent humanoid. Anyone who tells a lie in the wielder's presence must save or speak the truth instead. Jedra's winged sisters are hunting for the sword.
- ◆ **MEPHIT SHOT:** These bronze shot canisters contain trapped storm mephits. Anyone with a 11+ strength can throw a canister for 1d6 damage. On a miss or maximum damage, the casing breaks, releasing the mephit to attack the nearest creature.

The Wreck of the Void Hátred

An Expedition on Mount Caz

An OSR Fantasy Adventure

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The pirate Ashur Bael offended the gods of Mount Caz, so they struck his airship, *The Void Hatred*, from the sky. Thunderbolts tore away the dirigible balloon and slammed the gondola into the cliffs of the holy mountain. Its crew dead, the haunted ship sits on a thin shelf of ice over the bottomless Gorge of Zin. Its engines, fueled by fire elementals, still burn, slowly melting their frozen perch and threatening to explode.

The characters know *The Void Hatred* still contains treasures worth thousands of gold. They also know about the sword Bael stole from his mother, *Jedra the God-Queen of Night*, and about the cruel, ever-beating heart in Bael's chest — a gift from Lursiss, his demon father.



DECK 1. THE HOLD (1 COMPARTMENT)

The hold has much of the ship's loot and supplies, but if it is not emptied before the engines blow, everything will be lost. There is a 5'x3' rupture along the starboard side. Barrels of sour ale and dried fish have broken open, and coils of rope have unspooled. Valuables include:

- ◆ A chest of electrum ingots (900 gold)
- ◆ 1d4 each: *Scrimshaw* daggers, hand axes, and spear tips (40 gold each)
- ◆ A crate of 1d6 small porcelain idols (150 gold each)
- ◆ A cord of rosewood (1,000 gold)
- ◆ 2d8 casks of rum (50 gold each)
- ◆ 2d12 large crates of saffron and cinnamon (250 gold each)
- ◆ 2d6 cases of expensive fragrant lantern oil (60 gold each case)

A sealed bronze hatch leads to the engines and a ladder leads up to the hatch of the gun deck. The engine hatch burns to the touch, doing 1d6 damage. If anyone opens the engine hatch, the fire explodes into the hold as if rolling a 10 on the *Fire & Fall* event table.



DECK 3. THE MAIN DECK (3 COMPARTMENTS)

Crew Berth. There are two dozen hammocks and the bodies of 2d6 crew here. 3d6 foot lockers each contain 1d100 silver.

Kitchen & Mess. Among eating utensils, spilled food, and overturned benches are the bodies of the cabin boy, Wim, and the cook, Armeline. The cook fell head-first into the stove. Wim, still clutching a cleaver, fell into a boiling pot of fish stew. Stairs lead to the bridge and a hatch to the gun deck below.

First Mate's Quarters. Hidden among the overturned furniture and bedclothes, first mate Jasmijn Veer's strongbox holds 1d100 gold and 2d20 silver. There are 1d4 bound nude bodies here and 1d6 erotic watercolors painted by Veer, who is well known in certain artistic circles (200-500 gold each).

THE HULL OF THE VOID HATRED

The gondola's port side tilts slightly over the gorge below it, but the starboard side is accessible from the cliffs. Near the gondola are 2d6 bodies of dead crew, half covered by snow. The gondola has four decks, the lowest being the hold.

Getting In. Anyone can crawl into the rupture in the starboard side of the hold. Characters have a 3-in-6 chance of climbing to the gun ports on the gun deck, but going higher requires the skills of a burglar.

Exploring the Ship. Roll 3d6 when player characters enter a new compartment, fight for three rounds, linger too long, or make too much noise. Assign one die each to the *Fire & Fall* and *Hauntings* event tables, adding the deck level. Discard the leftover die.

Tilt. The engines are melting away the ice shelf on which the ship rests, causing the ship to slowly tilt. Characters move at half speed after 15 degrees of tilt. When tilt reaches 45 degrees, characters have 1d4 rounds to escape before everything tumbles into the gorge. Each time the tilt increases by more than 5 degrees, standing humanoids must save or fall, rolling 5' to port.

DECK 2. THE GUN DECK (1 COMPARTMENT)

There are three 3'x3' gun ports on each side of the compartment. The cannons have tumbled and piled against the portside hull. The broken bodies of 1d4 crew members are scattered across the floor. One of the cannons pinned the body of chief gunner Flieppe Harm to the hull. There are standard cannonballs, empty kegs, and 1d6 full kegs of gunpowder. If ignited, the full kegs explode for 1d12 damage to everyone in a compartment.

Among the bodies are three *Scrimshaw* daggers. There are also 2d12 canisters of *Mephit Shot* (500 gold each) scattered here.

A hatch down leads to the hold and a ladder up to the kitchen and mess on the main deck.

DECK 4. THE QUARTERDECK (2 COMPARTMENTS)

Cabin. Bael and the necromancer Viktor Gust lived here. Viktor's body is impaled on a bedpost among overturned tables and bookshelves. Characters can salvage:

- ◆ 2d6 necromantic tomes (1,500 gold each)
- ◆ A chest of coins, each enameled with a white bat (3,000 gold)
- ◆ A silver key inscribed with indecipherable glyphs (2,000 gold)
- ◆ 1d6 lapis fertility idols (1,000 gold each)
- ◆ 2d8 blocks of exotic resins for incense (100 gold each)
- ◆ 1d4 tapestries of Bael's conquests (600 gold each)
- ◆ A silver sword (150 gold)

Bridge. A small avalanche of rocks and ice covers the bridge. Climbing onto the bridge reveals Bael's severed upper body, one hand on *Queen Jedra's Sword*, the other on the wheel. Using a dagger will remove *Duke Lursiss's Heart* in 2d4 rounds, but Bael's body awakens and attacks as a revenant. If Bael's ghost appears, his body operates independently of it.