

SAIL HO!

The Lorkin takes on a simple passenger contract between Cherafir and Chelemby. As usual, it turns out to be anything but simple.

This scenario makes extensive use of *Friends, Foes and Followers, Part 6: The Crew of the Lorkin*, by Kerry Mould. This excellent fanon article (available at Lythia.com) adapts the characters from the Joss Whedon television series *Firefly* to the HårnWorld setting.

Players familiar with *Firefly* are encouraged to play their characters as they are depicted in the television series.

PLOT SYNOPSIS

Badger has arranged a job for the crew of the Lorkin. They are to transport a box of unknown goods from Cherafir to Chelemby City.

The box contains a cursed magical artefact, which will slowly cause the crew to become irritable throughout the journey. It is accompanied by a Jmorvi Shek-P'var named Tenel of Asan.

Another passenger, Kotos of Bela, who secretly works for the Crimson Dancer, has tracked Llāwaûr and Kibâ to the Lorkin. He hires a pirate ship (sympathetic to the Crimson Dancers as well as a full bag of silver) to follow the Lorkin and attack in the middle of the Sea of Ivae (far from any witnesses).

Kotos plans to incapacitate Kibâ and Llāwaûr (if possible) and take them to the pirate ship, while the pirates sink the Lorkin and put the rest of the crew to the sword.

PART I – CASHY MONEY

The scene opens with the crew of the Lorkin meeting with Badger in a rather despicable part of the city of Cherafir. Sha and company are currently down on their luck, having had little work over the past month, and they are hard pressed to keep their ship running. This delights Badger to no end, and he will rub their situation in their faces until they have been sufficiently humbled.

Badger does have some work for them, however. They are to transport some cargo, accompanied by its owner, to Chelemby. The pay is good, and no questions are to be asked. Most of the fee will be paid upon delivery (Badger has kindly already accepted the deposit on their behalf).

The passenger is an ordinary looking fellow named Tenel of Asan. He is a quiet man who keeps to himself. The cargo is a rather large crate.

Tenel is actually a Shek-P'var in disguise, and his cargo is an ancient artefact (a brazier) which has a rather nasty curse upon it, bringing a great deal of bad luck to its possessor. Tenel has placed wards upon the crate to protect those transporting it. The artefact is being taken to a chantry on the mainland for study.

Even though he is disguised, Tenel's aura will be noticed by Kibâ, and the crate will make her very uneasy.

Back at the quay, another passenger arrives, also en route to Chelemby. His name is Kotos of Bela.

PART II – THE SEA OF IVAE

Throughout the journey, the crew will become more and more irritated with each other. The GM is encouraged to pass notes to players, telling them that someone has annoyed them. They should be encouraged to play up their petty arguments with each other. The crew of the Lorkin will also notice that small things continually go wrong (stuff breaking, people tripping and falling, spoiled food). This irritation and bad luck is being caused by the artefact, since Tenel's wards are not 100% effective.

Kibâ may begin to suspect Kotos' true nature, and will start saying "Fear and dread, dance of red", in her usual cryptic fashion.

PART III – SAIL HO!

The Lorkin will be attacked by the pirate ship in the dead of night, in the middle of the Sea of Ivae. The plan is to come alongside the Lorkin and give battle, while a small skiff approaches on the opposite side to retrieve Kotos and his captive(s). Kotos hopes to drug Kibâ and Llāwaûr during the distraction caused by the attack.

Once Kotos and Kibâ are safely aboard the pirate ship, the order will be given to sink the Lorkin, killing the remaining crew and passengers. Sheer numbers will likely make things look bad for the crew of the Lorkin (although they will likely put up quite a good fight).

The plan goes amiss, however, when the greed of the pirate captain Dar of Liersen takes hold. When he learns of the other passenger and his mysterious cargo, Dar will take the box from the hold. Once anyone but Tenel opens the crate, the protective wards are destroyed and the curse falls upon the new owner of the brazier (hopefully Dar).

The GM should have some fun with what happens when the wards are removed. If the artefact is taken to the pirate vessel, it is likely doomed to sink, hopefully allowing the crew of the Lorkin to regain possession of their ship. If Kibâ and Llāwaûr are taken to the pirate vessel, the crew of the Lorkin will no doubt have to attempt a daring rescue of their comrades. The only resistance they will meet will be Kotos, as all the pirates will be busy trying to save their doomed vessel.

Tenel will try to stay close to the brazier, attempting to recast the wards.

PART IV – THE END

If Tenel and the artefact are saved, the crew receives full payment in Chelemby, along with a bonus. Otherwise, it's yet another futile voyage for the Lorkin.

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TENEL OF ASAN

Unarmoured			
Strength	10	Initiative	50
Dexterity	10	Move	10
Agility	10	Dodge	50
Endurance	11	Encumbrance	0

WEAPONS

Weapon	AML	DML	WQ	B	E	P
Dagger	55	55	11	1	2	5

ARMOUR

Cloth Tunic/Lg (Sh Ua El Fo Tx Ab Hp Gr Th)

Cloth Leggings (Hp Gr Th Kn Ca Ft)

Leather Shoes (Ft)

KOTOS OF BELA

Light Foot			
Strength	12	Initiative	75
Dexterity	12	Move	12
Agility	12	Dodge	60
Endurance	14	Encumbrance	0

WEAPONS

Weapon	AML	DML	WQ	B	E	P
Shortsword	90	85	12	2	4	4
Dagger	85	85	11	1	2	5

ARMOUR

Leather Cap (Sk)

Cloth Tunic/Lg (Sh Ua El Fo Tx Ab Hp Gr Th)

Leather Tunic/Ls (Sh Ua El Fo Tx Ab Hp Gr)

Leather Leggings (Hp Gr Th Kn Ca Ft)

Leather Calf Boots (Ca Ft)

Leather Gloves (Ha)

Location	B	E	P	F
Skull				
Face				
Neck				
Shoulders	1	1	1	1
Upper Arms	1	1	1	1
Elbows	1	1	1	1
Forearms	1	1	1	1
Hands				
Thorax	1	1	1	1
Abdomen	1	1	1	1
Hips	2	2	2	2
Groin	2	2	2	2
Thighs	2	2	2	2
Knees	1	1	1	1
Calves	1	1	1	1
Feet	3	5	4	9

WOUNDS

Combatant	Wounds
Tenel of Asan	

Location	B	E	P	F
Skull	2	4	3	3
Face				
Neck				
Shoulders	3	5	4	4
Upper Arms	3	5	4	4
Elbows	3	5	4	4
Forearms	3	5	4	4
Hands	2	4	3	3
Thorax	3	5	4	4
Abdomen	3	5	4	4
Hips	5	9	7	7
Groin	5	9	7	7
Thighs	3	5	4	4
Knees	2	4	3	3
Calves	4	8	6	6
Feet	4	8	6	6

WOUNDS

Combatant	Wounds
Kotos of Bela	

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CAPTAIN DAR OF LIERSEN

Light Foot			
Strength	13	Initiative	95
Dexterity	14	Move	13
Agility	15	Dodge	75
Endurance	14	Encumbrance	0

WEAPONS

Weapon	AML	DML	WQ	B	E	P
Falchion	95	85	12	4	6	1
Dagger	85	85	11	1	2	5

ARMOUR

Leather Cap (Sk)
Cloth Tunic/Lg (Sh Ua El Fo Tx Ab Hp Gr Th)
Ring Vest (Sh Tx Ab)
Cloth Leggings (Hp Gr Th Kn Ca Ft)
Leather Shoes (Ft)

PIRATES (6)

Unarmoured			
Strength	10	Initiative	60
Dexterity	10	Move	10
Agility	10	Dodge	55
Endurance	11	Encumbrance	0

WEAPONS

Weapon	AML	DML	WQ	B	E	P
Handaxe	80	75	11	4	6	-
Dagger	75	75	11	1	2	5
Shortbow	70	70	10	1	-	-

ARMOUR

Cloth Cap (Sk)
Cloth Tunic/Lg (Sh Ua El Fo Tx Ab Hp Gr Th)
Leather Vest (Sh Tx Ab)
Cloth Leggings (Hp Gr Th Kn Ca Ft)
Leather Shoes (Ft)

Location	B	E	P	F
Skull	2	4	3	3
Face				
Neck				
Shoulders	4	7	5	4
Upper Arms	1	1	1	1
Elbows	1	1	1	1
Forearms	1	1	1	1
Hands				
Thorax	4	7	5	4
Abdomen	4	7	5	4
Hips	2	2	2	2
Groin	2	2	2	2
Thighs	2	2	2	2
Knees	1	1	1	1
Calves	1	1	1	1
Feet	3	5	4	4

WOUNDS

Combatant	Wounds
Dar of Liersen	

Location	B	E	P	F
Skull	1	1	1	1
Face				
Neck				
Shoulders	3	5	4	4
Upper Arms	1	1	1	1
Elbows	1	1	1	1
Forearms	1	1	1	1
Hands				
Thorax	3	5	4	4
Abdomen	3	5	4	4
Hips	2	2	2	2
Groin	2	2	2	2
Thighs	2	2	2	2
Knees	1	1	1	1
Calves	1	1	1	1
Feet	3	5	4	4

WOUNDS

Combatant	Wounds
Pirate 1	
Pirate 2	
Pirate 3	
Pirate 4	
Pirate 5	
Pirate 6	