

A GE of CTHULHU

Transatlantic Terror



By Jon Hook



Age of Cthulhu: Transatlantic Terror – A 1920s Call of Cthulhu Adventure

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Dedication

To Mom,

You'll live, laugh, and love in me and through my children, forever and always.

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Introduction

The sun and salty ocean spray greets all of those who seek to enjoy the amenities of A Deck aboard the majestic R.M.S. *Adriatic*, en route to Belfast on its second day out of New York. However, one First Class passenger has chosen not to join the throng of other 'monkeys' as they parade about in the sunshine. Joanna Ostermann draws closed the curtains over her cabin portholes and then the clandestine meeting begins her fellow conspirators, Daniel Kelly and Lester Shaw, a pair of stewards for whom she herself was able to secure employment aboard the *Adriatic*. Joanna asks, "Are you ready?" To which Lester replies, "I am."

Pleased with his response, Joanna nods; she then crosses the room to open her attaché case. She withdraws a small glass vial containing an iridescent blue liquid. She gives the vial to Lester and says, "Take this. Add it to his drink and the monkey will become more compliant." Lester takes the vial and smiles as he says, "Soon I shall shed this skin and be reborn as the new Joseph Taft."

Keeper Information

A trio of Serpent People sorcerers is crossing the Atlantic aboard the R.M.S. *Adriatic* and they have decided to murder Joseph Taft. The young man is the nephew of the current Chief Justice of the United States and former President, William Howard Taft, and the sorcerers plan for one of their number to consume his likeness and thus become Joseph Taft. They believe that the persona of Joseph Taft will grant them access to certain people and places that will allow them to further the agenda of the Serpent People. That future agenda is not addressed in this scenario, but the murder and consumption of Joseph Taft is.

The Keeper who is building a campaign may consider using this short scenario if the investigators were already planning to travel from America to Europe. The Keeper could use this scenario prior to running *Age of Cthulhu vol. II: Madness in Londontown*, *Age of Cthulhu vol. III: Shadows of Leningrad*, *Age of Cthulhu vol. IV: Horrors from Yuggoth*, or finally *Age of Cthulhu vol. VII: The Timeless Sands of India*. The exact date of the transatlantic crossing is not specified in this scenario so it can be flexible enough for a Keeper to use it whenever would be best, although ideally, it should be before 1928 when the R.M.S. *Adriatic* is converted to a 'cabin-class' ship and no longer conveys First Class passengers.

Investigation Summary

The investigators in **Transatlantic Terror** are all First Class passengers aboard the R.M.S. *Adriatic*. The pre-generated investigators in this scenario are all fictional dilettantes from some of America's finest families. The scenario is divided into a mix of required and optional scenes, as marked below.

Player Beginning, page 4: In which the investigators are introduced to the ship's amenities, and meet with several key non-player characters.

Scene 1 – The Invitation, page 5: In which the investigators are invited to the Farnsworth/Copperfield wedding. (*Required Scene*)

Scene 2 – The Wedding, page 6: In which the investigators attend the Farnsworth/Copperfield wedding. (*Required Scene*)



Scene 3 – Hysterical Mrs. Dodd, page 6: In which Mrs. Dodd has a public display of hysterics as she declares that Mrs. Ostermann is an imposter. (*Optional Scene*)

Scene 4 – Into the Ocean, page 6: In which the investigators witness Steward Daniel Kelly dumping a bag into the ocean that quickly vanishes from sight. (*Optional Scene*)

Scene 5 – Mrs. Ostermann’s Cabin, page 7: In which the investigators search Mrs. Ostermann’s cabin. (*Optional Scene*)

Scene 6 – Belly of the Beast, page 8: In which the investigators discover the Serpent Person that is currently digesting the late Joseph Taft as it conducts the Consume Likeness ritual. (*Optional Scene*)

Modified Skill Rolls: There are instances when an investigator’s skill roll might need to be modified. All game mechanics, including any modifiers to a skill roll, will be noted in bold text, for example: **Navigation (-10%)**. Thus, that skill roll would be reduced by 10%. Unless otherwise noted, all applicable bonuses and penalties are combined to calculate the final modifier to the skill roll. No skill can be modified below 1% or above 100%; a roll of a 1% is always a success, and a roll of 100% is always a failure.

Critical Successes & Fumbled Skill Rolls: This scenario may include notes to the Keeper about skill rolls that may be ‘critically’ successful, or may be ‘fumbled’. A critical success is a skill roll that is 1/5th of the skill’s current value. If the skill is being modified for this roll, it would be 1/5th of the modified skill value. Critical successes usually impart a special bonus in the game. A fumbled roll is a roll of 96% to 100%, or possibly only 100% if the skill being used has a value greater than 95%. Fumbled skill rolls usually impart a special disadvantage in the game.

Group Luck Roll: There are instances in this adventure when a Luck roll is required for a group of investigators. Instead of the Keeper asking for individual Luck rolls, he can instead ask for a single or Group Luck roll. This works like a standard Luck roll except that it is calculated by averaging the Luck value of the investigators currently participating in the scene – rounded down to the nearest 5 percentiles. Whatever the outcome of the roll, it affects all of the investigators present in the scene.





Serpent People and the *Consume Likeness* Spell

The Serpent People are an ancient race of reptilian humanoids that pre-date the age of dinosaurs. They are master sorcerers and alchemists. They prefer to use stealth and puppet mastery to achieve their goals, but will fall back into an aggressive combat mode if pushed into a corner. As a race, the Serpent People are extremely intelligent, but their long lives, arrogance, and apathy towards mankind results in them overlooking the finer details of humanity.

Serpent People have observed humans long enough that they recognize that humans change their skins (that is, clothing), on a daily basis, but subtle things like haircuts, hair styles, and make-up are lost on them. When a Serpent Person eats a human for the purpose of the *Consume Likeness* spell, that Serpent Person gains the ability to assume the likeness of that human. This includes the haircut, hair style, make-up, and scars that the human had at the time of his death. However, due to the ever-evolving trends in fashion and design, eventually a Serpent Person who has assumed the likeness of a human will become dated... out of style... and that makes it possible for the true nature of the Serpent Person to be discovered by the strange monkey-men that surround him.

If an investigator ever crosses paths with a Serpent Person that is disguised as a human from more than fifty years ago, then that investigator can attempt a **Psychology** skill roll. With a successful roll, the investigator has a niggling feeling at the back of their mind that “*something just isn't quite right*” with person he has just encountered. Further, if the encountered Serpent Person is disguised as a human from more than a century ago, then the investigator can attempt a **Psychology (+20%)** skill roll. With a successful roll, the investigator will be positive that there is something wrong with the person he has just encountered. With a successful **Psychology** skill roll (from either scenario), then the investigator can also attempt an **Idea** roll. With a successful **Idea** roll, the investigator will not only realize that the person's hairstyle and general look is quite dated, but on subsequent encounters with the disguised Serpent Person will also recognize that his facial look and hairstyle has not changed.

Conversely, if an investigator fails the **Psychology** skill roll after encountering a disguised Serpent Person, then that investigator has failed to notice anything out of the ordinary. The Keeper may judge that the investigator can receive another **Psychology** skill check if something occurs that would raise doubts in his mind as to the identity of the ‘person’ in question. For example, if the investigator witnesses someone raving about the false identity of a person, then that could be enough to trigger an investigator to reassess the person in question. This is in addition to a Serpent Person's true identity possibly being revealed if a strong light source should cast their true shadow. (See the *Consume Likeness* spell entry in the **Call of Cthulhu** core rulebook for more information).

When a Serpent Person is conducting the ritual for the *Consume Likeness* spell, that Serpent Person must be wholly focused on the ritual, and thus is completely vulnerable to attack. It is common practice for at least one other Serpent Person to guard the other during the course of the ritual. It takes five days for a bloated Serpent Person to fully consume an average sized human adult, and thus complete the ritual spell.

Player Beginning

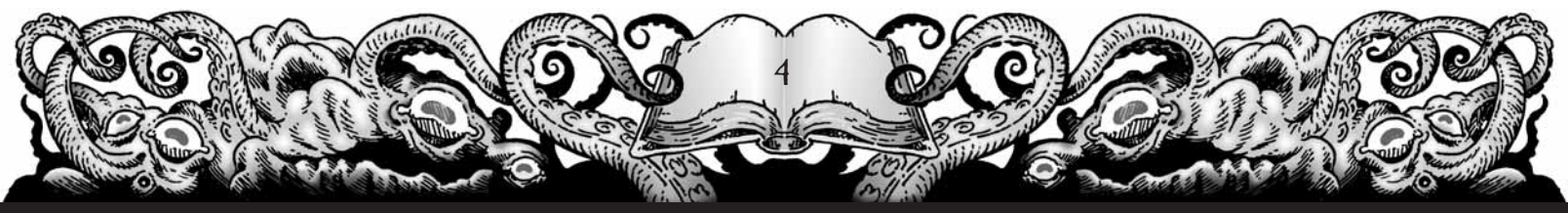
The scenario opens on the afternoon of the second day of a nine-day cruise out of New York, bound for Belfast in Northern Ireland before sailing on to Liverpool in the United Kingdom. It will take the Adriatic eight days total to reach Belfast where it will dock for twelve hours. The ship will then continue on to Liverpool which will take approximately eight hours. As First Class passengers, the investigators have access to a wide range of amenities. The Keeper is encouraged to allow the investigators to explore the ship and enjoy themselves.

First Class Amenities

While the R.M.S. *Adriatic* was not the largest of The Big Four – the quartet of ocean liners built for the White Star Line

between 1901 and 1906, it was the fastest, and it was the only one to have such modern facilities as a Turkish bath and a swimming bath (also known as a ‘swimming pool’ in modern vernacular). Below is list of the amenities available to all First Class passengers.

Activity	Availability	Cost
Squash	No Restrictions	Free
Shuffle Board	No Restrictions	Free
Lounge Room	No Restrictions	Free
Turkish Bath	12:00 PM – 08:00 PM	\$1.00/Session
Gymnasium	09:00 AM – 08:00 PM	Free
Skeet Shooting	12:00 PM – Sunset	\$0.50/Hour





The lounge is primarily used for reading, letter writing, card games, and conversation. A four-piece orchestra plays in the lounge from 12:00 PM to 05:00 PM, and bridge tournaments are scheduled daily. The fee for the Turkish bath session covers the cost of the masseur. The gym also includes the access to the large Turkish soaking bath from 09:00 AM to 12:00 PM when it is used as a swimming pool. For the skeet shooting, a passenger must schedule an appointment with the steward who is currently working the skeet shooting station at the stern end of B Deck. Ten minutes before the booked time on the schedule, a steward will seek out the passenger to inform him that his turn at the skeet shooting is now at hand. When not in use, the shotguns are secured in an arms locker in the Enquiry Office.

Two Parker shotguns are available for use with the skeet shooting, both in an over/under double-barrel configuration. Of the two, the 20 gauge is regarded as a ladies' gun.

Shotgun	Base	Damage	Range	Attacks	Rounds	HPs	Mal.
20 gauge (2B)	30%	2d6/1d6/1d3	10/20/50 yds.	1 or 2	2	12	00%
12 gauge (2B)	30%	4d6/2d6/1d6	10/20/50 yds.	1 or 2	2	12	00%

Dining Room & Dance Hall

The dining room serves three meals a day; Breakfast Service begins at 08:00 AM, Dinner Service begins at 12:30 PM, and finally Tea Service begins at 05:30 PM. A six-piece orchestra performs through the Dinner and tea services. Starting at 08:30 PM the dining room has a third of the tables removed thus converting the room into a dance hall and cocktail lounge. The dance hall is open until 01:00 AM.

Starting the Scenario

The Keeper should familiarize the players with the ship's amenities to see if they have a preferred method for their investigators to begin the scenario. The opening scene should begin after the Tea Service in the dining room has been completed. The goal of the opening scene is to introduce the investigators to the pleasures aboard the ship and introduce them to several non-player characters. The investigators should be introduced to Joseph Taft (the pending victim of the Serpent People), Joanna Ostermann (a disguised Serpent Person), Elizabeth Dodd (friend of the real Joanna Ostermann), Captain Robert Barclay (captain of the R.M.S. *Adriatic*), and the happy couple, Judith Farnsworth (bride) and Jonathan Copperfield (groom).

The investigators should also interact with some of the *Adriatic's* First Class stewards, including Daniel Kelly and

Lester Shaw, both of whom are disguised Serpent People. None of the artificial lighting aboard the ship is intense enough to throw a sharp enough shadow that could reveal either of the Serpent Person's true likeness. Nevertheless, all of the disguised Serpent People will do everything they can to avoid direct sunlight in order to minimize the possibility of casting a true shadow. See the **Serpent People and the Consume Likeness Spell** sidebar above for more details.

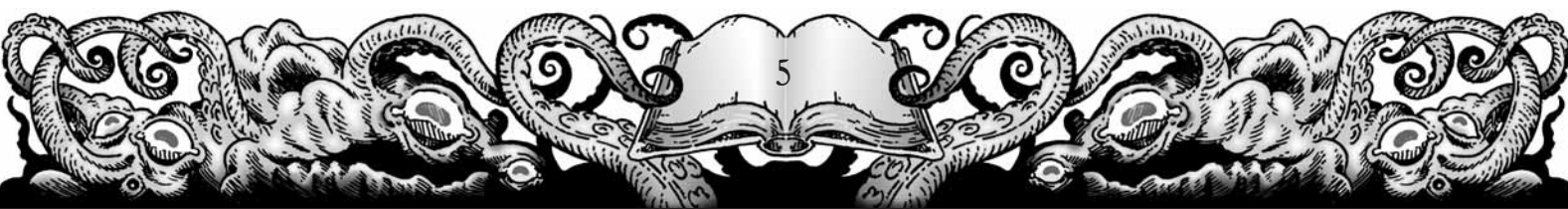
NOTE: The opening scene is intended to be an open and free-flowing scene. Once the Keeper and players are ready, the Keeper should initiate **Scene 1 – The Invitation**, which takes place during Tea Service. Two of the scenes for this scenario are required to drive the story, and four of the scenes are optional and should only be run if the investigators meet the right conditions. Between the scripted scenes, the Keeper should utilize the ship's amenities and introduce other First Class NPCs to enhance the investigator's experiences aboard the *Adriatic*.

Scene 1 – The Invitation

REQUIRED SCENE – This scene opens after the investigators have been seated in the dining room for Tea on the second evening of the cruise. When the investigators enter the dining room, Steward Daniel Kelly (one of the disguised Serpent Persons), will escort them to a table. If the investigators ask to be seated at the Captain's Table, the steward will seat them there without hesitation; bribes or skill rolls are not required. Daniel Kelly has no concept of protocol, so he does not understand or care about whether it is right or wrong to seat people at the Captain's Table uninvited. If the investigators are seated at the Captain's Table without an invitation, for the remainder of the voyage, they suffer a penalty of -10% to their Credit Rating skill.

If the investigators are seated at the Captain's Table, their host, Captain Barclay, will also be joined by Joseph Taft, and Joanna Ostermann. If they are seated at any other table, they are joined by Judith Farnsworth, Jonathan Copperfield, and Elizabeth Dodd.

Conversations are light and polite. After the main entrée is served, Jonathan and Judith stand up as Jonathan lightly taps his wine glass with his knife to gain everyone's attention. It is then that Judith announces that she and Jonathan are going to be wed in two days, right here in the grand dining room, with Captain Barclay conducting the services. Everyone in First Class is invited to the wedding and the reception that follows.





The mood in the dining room becomes quite joyous after Judith's announcement and invitation. Captain Barclay calls for champagne to be served to toast the happy couple. All of the stewards working the dining room rush to bring every guest a flute of champagne. Steward Lester Shaw (the other disguised Serpent Person), brings Joseph Taft a glass that has been spiked with a drug that will make his mind open to suggestion. The drug takes an hour to set into his system. An hour later Joanna Ostermann (the lead disguised Serpent Person), will touch Joseph's hand and quietly suggest that he retire for the evening. Lester Shaw and Daniel Kelly follow him to his cabin, but before he enters they suggest that he follow them to the cargo hold in the belly of the ship.

If Joseph is not alone, the Serpent People return to Joseph's cabin later with a stack of towels, and then ask him to follow them to the cargo hold. Once in the cargo hold, the Serpent People smother Joseph to death, and then Lester Shaw reverts to his original Serpent Person form and then begins the *Consume Likeness* ritual. Beginning with the morning of the third day of the cruise, Joseph Taft is nowhere to be seen. There is a "Do Not Disturb" placard on his cabin door, but he is not inside.

Scene 2 – The Wedding

REQUIRED SCENE – This scene opens at 11:00 AM in the dining room on the fourth day of the cruise. The wedding ceremony runs for about an hour. The reception begins immediately after the ceremony; the reception in the dining room replaces the regularly scheduled Dinner Service.

Unless the investigators are already aware of Joseph Taft's absence, each investigator should make an **Idea** roll during the reception. With a successful roll, an investigator will notice that Joseph Taft did not attend the wedding and is currently not at the reception.

Joanna Ostermann attends the wedding as a guest, but the stewards, Daniel Kelly and Lester Shaw, are not present. If the investigators question any of the other stewards, none of them have ever worked with Kelly or Shaw previously. This was their first voyage with either man. If an investigator makes a successful **Persuade** skill roll while questioning a steward, that steward also informs the investigator that both Kelly and Shaw were hired because Mrs. Joanna Ostermann vouched for them.

During the reception, Elizabeth Dodd tries to have a

private conversation with Joanna Ostermann. Years ago, Elizabeth and Joanna vacationed together in Paris. An investigator needs to make a successful **Listen** skill roll to eavesdrop on their conversation. Elizabeth tries to reminisce with her about Paris, but Joanna does all she can to distance herself from Elizabeth. Joanna eventually hisses into Elizabeth's ear, telling her, "Keep away from me, you prattling cow. You are nothing to me." Only investigators who are explicitly watching the pair will see Joanna whispering into Elizabeth's ear; a critical success with a **Listen** skill check is necessary to hear what Joanna whispered. Elizabeth immediately leaves the reception, stifling tears. If neither **Listen** skill check is successful, with a **Psychology (+10%)** skill check, an investigator will note that Elizabeth Dodd is upset. Mrs. Dodd will retire to her cabin where she will hang a "Do Not Disturb" sign on her cabin door and refuse to answer it should anyone knock. Eventually she will dry her tears and decide what to do next – go to the authorities, which the investigators may witness at their next meal.

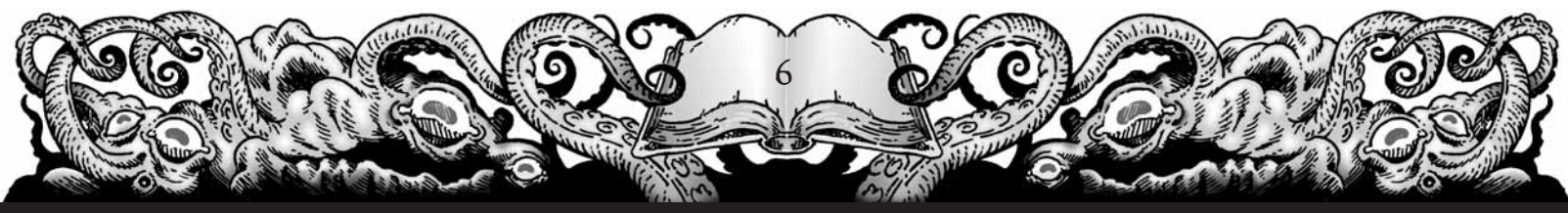
Scene 3 – Hysterical Mrs. Dodd

OPTIONAL SCENE – Run this scene during any of the meal services. Mrs. Dodd is pulling Captain Barclay into the dining room, shouting at the top of her lungs that Mrs. Ostermann is a fraud. "I don't know who this woman is, but she isn't Joanna Ostermann! Of that I am sure!" Mrs. Dodd wants the captain to place her under arrest. The captain refuses. Eventually Mrs. Dodd will attempt to fight with Mrs. Ostermann, in a vain attempt to dislodge a mask or wig she believes the imposter is using. Captain Barclay will then order the stewards to restrain Mrs. Dodd and escort her to the infirmary, where the doctor can administer some sedatives.

The captain will welcome the investigators help if they volunteer to help escort Mrs. Dodd to the infirmary. If the investigators are able to question Mrs. Dodd, she recounts the encounter she had with Joanna Ostermann at the wedding reception.

Scene 4 – Into the Ocean

OPTIONAL SCENE – Run this scene during any evening, after 09:00 PM, after the wedding reception if the investigators are walking around on either of the First Class decks, (A Deck or B Deck). The investigator must be near the stern of the ship, and must be able to see the area where skeet shooting is conducted during the daytime. With a successful **Spot Hidden** roll, the investigator notices that a steward has tossed a bag out into the ocean. The bag



The Ship's Detective

Detective Reginald Fenster has an office on B Deck, and can be found there 40% of the time during the day. At night, he is in his cabin on C Deck. If at any time the investigators need to find the detective, the stewards can find him within half an hour. Reginald is a good-natured man who recently retired as a New Scotland Yard detective and was appointed as a detective for the White Star Line aboard the *Adriatic* after the previous detective retired.

Reginald was thrilled to get this job, because he still thinks that it will be a life on the high seas meeting beautiful women. While he is a knowledgeable and skilled detective, he is in awe of his new found position and life aboard ship. He routinely carries a blackjack on his person, but does not think that he will have cause to use it. He owns a Webley & Scott .32 M.P. semiautomatic pistol which he keeps locked in a safe in his office.

Reginald has trained himself to take everything anyone tells him with a grain of salt. He does not believe that people are intentionally lying to him, but he does believe that most people are usually too distraught to accurately recall whatever event it is that they are trying to recount to him. So, Reginald never believes anything until he can verify it with his own eyes or through irrefutable evidence.

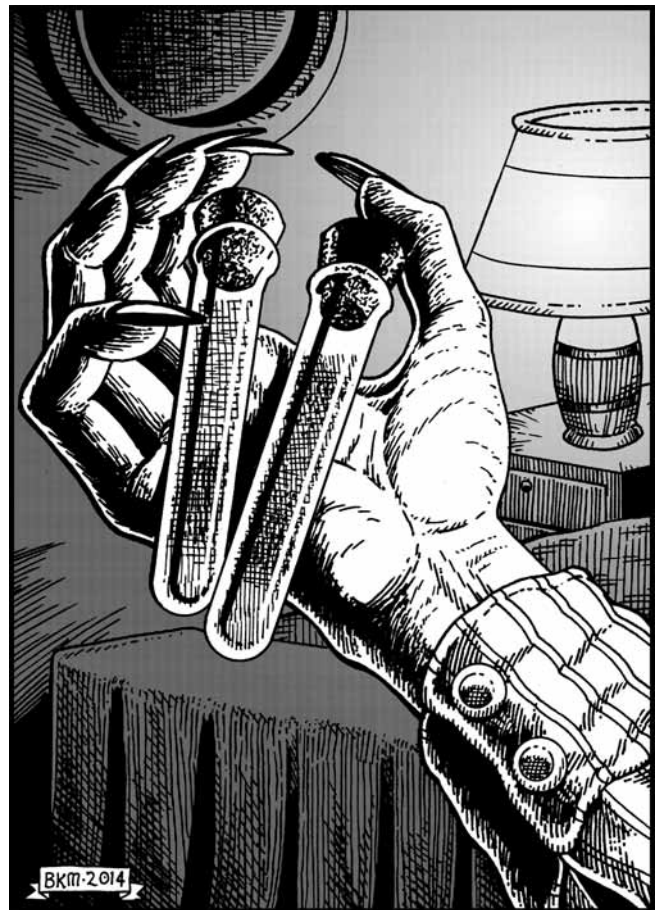
contains Joseph Taft's clothing and has been weighed down with a handful of nuts and bolts, so the bag quickly disappears into the dark water.

If the first **Spot Hidden** roll resulted in a critical success, the investigator will be able to identify the steward as Daniel Kelly; otherwise a second **Spot Hidden** roll is required. After dumping the bag, Kelly will return to the cargo hold where the Serpent Person previously known as Lester Shaw is in the process of consuming Joseph Taft. A successful **Stealth** roll is required to successfully follow Kelly without being noticed. If Kelly notices that he is being followed, he will do everything he can to escape the investigators. If all else fails, Kelly will resort to the use of *Spectral Razor* to escape.

Scene 5 – Mrs. Ostermann's Cabin

OPTIONAL SCENE – Run this scene at any time if the investigators choose to search Mrs. Ostermann's cabin. If Joanna Ostermann is currently in her cabin, she will never grant access to the investigators to enter her cabin, even if they “just want to talk”. If the investigators persist on entering her cabin, she will threaten to contact the ship's detective, but in reality she will prepare a spell to deal with the investigators. If Joanna is not in her cabin, a successful **Locksmith** roll will grant the investigators access to her cabin. The lock only has a **STR 7**, so it is possible for an investigator to break the lock and gain entry.

Joanna Ostermann has almost no personal effects in the room. She has one suitcase that contains a mink stole and one fancy hat. There are no other clothes or other personal belongings in the suitcase. There is also one attaché case in the room; inside it are two small glass vials containing an iridescent blue liquid, and one small glass vial containing a



clear liquid that leaves a slight oily residue on the inside of the vial.

The blue serum is a version of the Serpent People domination serum noted in the **Call of Cthulhu** core rulebook. Completely odorless, when this serum is added to any alcoholic drink, it loses its blue color. It takes an hour to become effective, but once it does, the victim is susceptible to commands given by a Serpent Person. (The victim will react as normal to anyone else who attempts to give him commands).

The clear serum is a powerful mutagen. The vial contains only a single dose of the serum. If a human ingests the serum he must make a **CON** roll on the Resistance Table against the **POT 13** serum. With a successful **CON** roll, the victim takes 1d6+1 damage. With a failed **CON** roll, the victim takes 2d6+1 damage and begins to grow a chitin exoskeleton. It takes nine days for the exoskeleton to fully harden. The victim must make a **CON**×5 roll each day; a failed roll restricts the victim to bed due to wracking pain. After the ninth day, the victim has a hard brown exoskeleton. The victim's **INT** is permanently reduced by 2d4, and his **DEX** is reduced by 2d6+1; neither attribute can go below 1. The victim's movement is reduced to 2. The victim must also make a **Sanity (1d6+1)** check. Anyone viewing the victim's metamorphosis must also make a **Sanity (1d3)** check.

Scene 6 – Belly of the Beast

OPTIONAL SCENE – Run this scene at any time if the investigators search the cargo hold after Joseph Taft has gone missing. Finding the cargo hold will not be too difficult for persistent investigators as the ship's crew does not imagine that anyone from First Class would ever want to go there. The Serpent Person that is consuming Joseph Taft is hiding in a corner of the cargo hold, behind some parked cars. This Serpent Person is completely helpless and is absolutely unable to defend itself. If the investigators are searching the cargo hold, there is a 90% chance that Daniel Kelly is guarding his Serpent Person companion (unless previous events have removed Daniel). Otherwise, there is 20% chance that Joanna Ostermann is guarding the Serpent Person. The Serpent Person disguised as Joanna Ostermann knows that if two First Class passengers were missing, that could create a situation where the whole ship might be searched, so she is rarely in the cargo hold. The cargo hold reeks with the musky smell of a snake or reptile, which can be identified with a **Natural History** skill check. Anyone in the cargo hold has a 40% chance of pinpointing the source of the smell.



If Daniel Kelly is guarding his companion, the investigators need a successful **Sneak** skill roll to approach their corner of the cargo hold unnoticed. Daniel Kelly will use every resource available to him to protect his companion and kill the investigators, beginning by grabbing a nearby crowbar.

Conclusion

Either the scenario ends with the investigators discovering the Serpent People or with their failure to do so. If the Serpent Person consuming Joseph Taft is not discovered, the ritual spell will be completed on the seventh day of the cruise. The new Joseph Taft will attend Tea in the dining room that evening. On the eighth day of the cruise, the *Adriatic* arrives in Belfast. If the Serpent People suspect that the investigators are overly interested in them, they will disembark in Belfast, otherwise they will disembark the next day when the ship docks in Liverpool.

If the investigators have created a commotion that has

gained Captain Barclay's attention, then the *Adriatic* will stay docked in Belfast an extra day as the Irish authorities come on board to question the investigators. If the investigators are witnessed killing any of the disguised Serpent Men, then they will be detained by Detective Fenster and confined to their cabins until a proper investigation can be completed.

Rewards

Discover that Daniel Kelly and/or Lester Shaw is a Serpent Person	+1
Destroy the Serpent Person known as Daniel Kelly and/or Lester Shaw	+1d3
Discover that Joanna Ostermann is a Serpent Person	+1
Destroy the Serpent Person known as Joanna Ostermann	+1d3
Panic the First Class passengers	-1d2
Cause the arrest of Joanna Ostermann, Daniel Kelly, or Lester Shaw	+1d4
Prevent the death of Joseph Taft	+1d6

Appendix I – Pre-Generated Investigators

Each pre-generated investigator only has a brief set of skills listed. Excluding Cthulhu Mythos and the current list of skills for each investigator, each player can add 15% to five new skills to finish fleshing-out their investigator.

Name: Richard J. Rockefeller, Dilettante
Sex: Male **Age:** 28

STR: 11 **CON:** 13 **SIZ:** 12 **Idea Roll:** 70%
DEX: 14 **INT:** 14 **POW:** 14 **Luck Roll:** 70%
APP: 12 **EDU:** 15 **MP:** 14 **Know Roll:** 75%

Damage Bonus: None **Hit Points:** 13 **SAN:** 70

Skills: Accounting 30%, Credit Rating 55%, Persuade 40%, Shotgun 35%, Swim 40%

Description: Richard is suave and debonair. The Rockefeller Empire was built through keen financial investments. Richard has attended many of the same social functions as the other investigators in this scenario, but has a keen friendship with Catherine Kennedy. Gossip columnists have followed them on several private outings. They are currently not romantically involved.

Name: Catherine Kennedy, Dilettante
Sex: Female **Age:** 23

STR: 12 **CON:** 14 **SIZ:** 10 **Idea Roll:** 75%
DEX: 11 **INT:** 15 **POW:** 16 **Luck Roll:** 80%
APP: 15 **EDU:** 16 **MP:** 16 **Know Roll:** 80%

Damage Bonus: None **Hit Points:** 12 **SAN:** 80

Skills: Art (Painting) 50%, Credit Rating 60%, Natural History 40%, Pilot (Boat) 30%, Psychology 55%

Description: Catherine is bold with a bright smile for all who meet her. The Kennedy Empire was built on politics. Catherine has attended many of the same social functions as the other investigators in this scenario. She is a firecracker who enjoys the company of powerful men, but she currently has no interest in being pinned-down to only one man.

Name: George R. Hearst, Dilettante
Sex: Male **Age:** 30

STR: 14 **CON:** 15 **SIZ:** 15 **Idea Roll:** 60%
DEX: 13 **INT:** 12 **POW:** 10 **Luck Roll:** 50%
APP: 11 **EDU:** 14 **MP:** 10 **Know Roll:** 70%

Damage Bonus: +1d4 **Hit Points:** 15 **SAN:** 50

Skills: Credit Rating 55%, Listen 50%, Fist/Punch 65%, Fast Talk 45%, Rifle 55%

Description: George has traveled the globe on safari. He has a larger-than-life personality. The Hearst Empire was built on journalism. George has attended many of the same social functions as the other investigators in this scenario. He is stocky with ruddy cheeks and a wide nose; George is no stranger to the seedier side of the street.



Name: Felicity Morgan, Dilettante
Sex: Female **Age:** 27

STR: 11 **CON:** 17 **SIZ:** 12 **Idea Roll:** 70%
DEX: 15 **INT:** 14 **POW:** 11 **Luck Roll:** 55%
APP: 13 **EDU:** 17 **MP:** 11 **Know Roll:** 85%

Damage Bonus: None **Hit Points:** 15 **SAN:** 55

Skills: Credit Rating 50%, First Aid 60%, Library Use 65%,
Other Language (French) 45%, Pharmacy 35%

Description: Felicity is quiet, thoughtful, and cautious. The Morgan Empire was built through aggressive investments. Felicity has attended many of the same social functions as the other investigators in this scenario. Felicity has long had a crush on Augustus Vanderbilt, but has yet to act upon it. She is slim with mousy brown hair and deep green eyes.

Name: Augustus J. Vanderbilt, Dilettante
Sex: Male **Age:** 30

STR: 14 **CON:** 14 **SIZ:** 14 **Idea Roll:** 85%
DEX: 16 **INT:** 17 **POW:** 15 **Luck Roll:** 75%
APP: 17 **EDU:** 16 **MP:** 15 **Know Roll:** 80%

Damage Bonus: +1d4 **Hit Points:** 14 **SAN:** 75

Skills: Credit Rating 70%, Fast Talk 40%, Locksmith 30%, Other Language (Spanish) 65%, Sneak 45%

Description: Augustus is inquisitive, and loves to pry into other people's personal lives. The Vanderbilt Empire was built on journalism. Augustus has attended many of the same social functions as the other investigators in this scenario. Augustus has a million dollar smile, and has used it to gain access to people and places that a journalist usually cannot get into. People tend to underestimate Augustus because of his looks and wealth, but beneath it all is a keen businessman with determined focus on his future.

Name: Joanna Ostermann, Disguised Serpent Person

STR: 13 **CON:** 12 **SIZ:** 11 **DEX:** 14
INT: 17 **POW:** 14 **MP:** 14 **HP:** 12

Damage Bonus: None **Armor:** 1 (Scales)

Weapons: Bite 35%, damage 1d8 + poison POT = CON

Skills: Hide 45%, Sneak 60%

Spells: *Cause Blindness, Cloud Memory, Consume Likeness*

Sanity: 0/1d6 to see a serpent person, or 1/1d6 to witness a serpent person transform from a human disguise into their natural serpent person likeness

Description: This Serpent Person is intent on reaching the United Kingdom alive, and will distance herself from the other Serpent People if need be. The Joanna likeness looks to 58 years old. Her deceased husband made his money in the automobile transmission industry. The Serpent Person assumed the Joanna Ostermann likeness only six months ago, so the Joanna likeness is a perfect replica of modern fashion. This Serpent Person has three previous likenesses that can be used; a 40 year old man (consumed 80 years ago), a 23 year old woman (consumed 110 years ago), and a 33 year old man (consumed 190 years ago).

Name: Daniel Kelly, Disguised Serpent Person

STR: 12 **CON:** 13 **SIZ:** 13 **DEX:** 13
INT: 15 **POW:** 13 **MP:** 13 **HP:** 13

Damage Bonus: +1d4 **Armor:** 1 (Scales)

Weapons: Bite 35%, damage 1d8 + poison POT = CON;
Crowbar 25%, damage 1d8+db

Skills: Hide 35%, Sneak 50%

Spells: *Consume Likeness, Deflect Harm, Spectral Razor*

Sanity: 0/1d6 to see a serpent person, or 1/1d6 to witness a serpent person transform from a human disguise into their natural serpent person likeness

Description: This Serpent Person is intent on protecting his companion, and is quick to use force. The Daniel likeness looks to be 33 years old with a handlebar mustache. The Serpent Person assumed the Daniel Kelly likeness forty years ago, so the Daniel likeness is a little bit out of fashion. This Serpent Person has one previous likeness that can be used; a 35 year old man (consumed 95 years ago).





Appendix II - Non-Player Characters

Name: Lester Shaw, Disguised Serpent Person

STR: 12 **CON:** 12 **SIZ:** 10 **DEX:** 11
INT: 16 **POW:** 15 **MP:** 15 **HP:** 11

Damage Bonus: None **Armor:** 1 (Scales)

Weapons: Bite 35%, damage 1d8 + poison POT = CON

Skills: Hide 40%, Sneak 50%

Spells: *Consume Likeness, Wither Limb*

Sanity: 0/1d6 to see a serpent person, or 1/1d6 to witness a serpent person transform from a human disguise into their natural serpent person likeness

Description: This Serpent Person knows he desperately needs a fresh likeness, and thus is intent on completing the Consume Likeness ritual. The Lester likeness looks to be 35 years old with an unfashionably thick black beard and long dark curled locks of hair. The Serpent Person assumed the Lester Shaw likeness one hundred years ago, so the Lester likeness is very much out of fashion. This Serpent Person has one previous likeness that can be used; a 19 year old woman (consumed 235 years ago).

Name: Judith Farnsworth, Bride – age 20

STR: 8 **CON:** 14 **SIZ:** 8 **DEX:** 15
INT: 13 **POW:** 16 **APP:** 16 **HP:** 11

Damage Bonus: -1d4

Skills: Art (Dance) 40%, Credit Rating 55%

Description: Judith is young, blonde, and the daughter of an oil tycoon.

Name: Jonathan Copperfield, Groom – age 22

STR: 10 **CON:** 12 **SIZ:** 11 **DEX:** 16
INT: 13 **POW:** 12 **APP:** 13 **HP:** 12

Damage Bonus: None

Skills: Credit Rating 60%

Description: Jonathan is a British citizen, and the son of a diamond baron.

Name: Joseph Taft, Nephew of President Taft – age 27

STR: 11 **CON:** 13 **SIZ:** 12 **DEX:** 13
INT: 11 **POW:** 13 **APP:** 14 **HP:** 13

Damage Bonus: None

Skills: Credit Rating 80%

Description: Joseph has a reputation as a drunk and a braggart. His money and family influence have opened many doors for him, and he is more than happy to milk them for all their worth.

Name: Elizabeth Dodd, Mrs. Ostermann's Friend – age 60

STR: 9 **CON:** 10 **SIZ:** 9 **DEX:** 11
INT: 12 **POW:** 10 **APP:** 9 **HP:** 10

Damage Bonus: None

Skills: Credit Rating 65%

Description: Mrs. Dodd is spry, but hard of hearing. She has fond memories of vacationing in Paris with Joanna Ostermann.

Name: Captain Robert Barclay, White Star Captain – age 46

STR: 12 **CON:** 10 **SIZ:** 15 **DEX:** 16
INT: 16 **POW:** 10 **APP:** 12 **HP:** 13

Damage Bonus: +1d4

Skills: Navigate (Air/Sea) 50%, Pilot (Boat) 60%

Description: Captain Barclay is slightly overweight, balding, generous, and kind.

Name: Reginald Fenster, Ship's Detective – age 46

STR: 13 **CON:** 12 **SIZ:** 13 **DEX:** 12
INT: 12 **POW:** 16 **APP:** 10 **HP:** 13

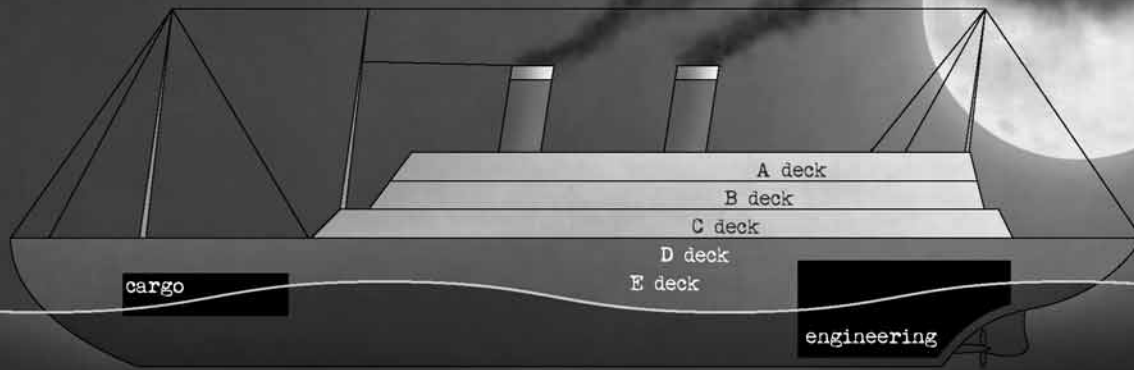
Damage Bonus: +1d4

Weapon: Fist/Punch 55%, damage 1d3+db; Blackjack 40%, damage 1D4+2+db; Webley & Scott .32 M.P. semi-automatic pistol 65%, damage 1d8

Skills: Law 55%, Law (Maritime) 25%, Handgun 65%, Persuade 40%, Psychology 45%

Description: Mr. Fenster is clean shaven with dark hair and blue eyes. He was recently hired by the White Star Line to replace Mr. Longman who retired six months ago.

R.M.S. ADRIATIC
side view

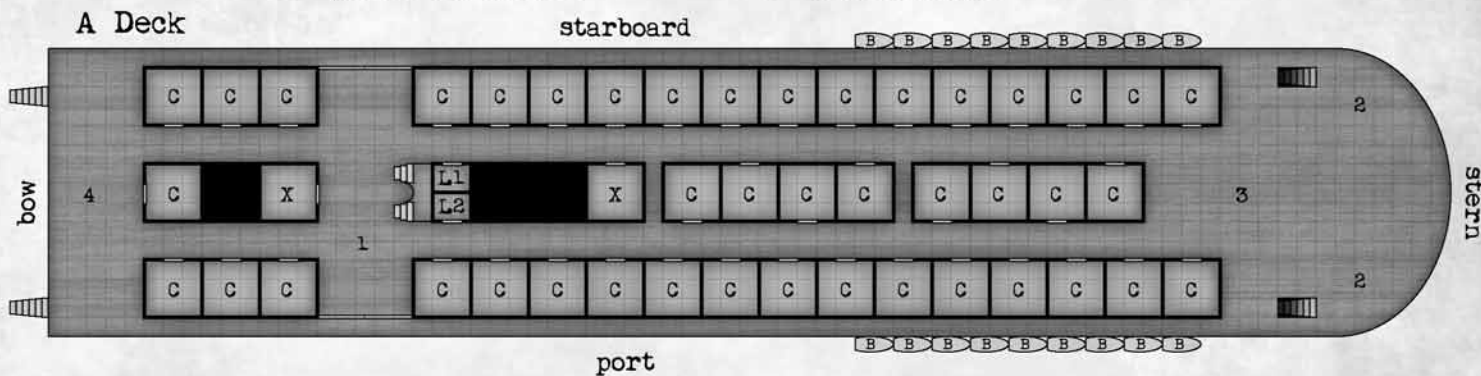


100 feet

R.M.S. ADRIATIC
decks

□ - 5 feet

- C - cabins
- B - life boats
- L1 & L2 - elevators
- X - general ship use area
- 1 - lounge
- 2 - skeet shooting area
- 3 - deck chairs area
- 4 - shuffleboard area



- C - cabins
- K1, K2, K3 - kitchens
- X - general ship use area
- 1 - dining room
- 2 - turkish bath / gymnasium
- 3 - detective's office & holding cell
- 4 - infirmary
- 5 - enquiry office
- 6 - deck chair area

