



THE DERELICT

A TALE OF TERROR FOR CALL OF CTHULHU



BY THE GODFATHER OF CALL OF CTHULHU
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A TALE OF TERROR FOR CALL OF CTHULHU

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This adventure pack is best used with the roleplaying game *CALL OF CTHULHU* (7th Edition), available separately.

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Item #23150

ISBN: 978-1-56882-400-0

Printed in U.S.A.

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GETTING READY TO PLAY

If this is your first time playing *Call of Cthulhu* you will need a copy of either the *Call of Cthulhu Quick-Start Rules* (7th Edition), available as a free download at www.chaosium.com, or a copy of the *Call of Cthulhu Rulebook* (7th Edition), available to purchase from your friendly local gaming store or directly from Chaosium.

To play through *The Derelict*, your players will each need to create an investigator character. Full details on how to do this are provided in either the Quick-Start Rules or the full Rulebook. We suggest you use either the creation process described in the Quick-Start Rules or the “Quick Fire Method” to be found on page 48 of the *Call of Cthulhu Rulebook*. Ensure you have also copied or printed out a Modern-era investigator sheet for each of your players—a blank investigator sheet is provided at the back of this book, but you may want to use the writeable PDF version, which is a free download at the Chaosium website. Once you have enough investigator sheets, talk your players through the character creation process.

The scenario’s introduction discusses two possible methods of involving the investigators in the mystery to be found on *The Derelict*. Read through this to help your players create suitable characters. Alternatively, if you are a veteran *Call of Cthulhu* player, you may want to use existing player investigators for the scenario. In this case, please just refer to the scenario’s introduction to make sure your players have appropriate characters.

Finally, before playing, read through the whole scenario first to make sure you are familiar with the plot and events of *The Derelict*. It might help to make a few bullet point notes to remind you of key things while running the scenario for your friends.

With all of that done, you are ready to play. Gather your friends, find a quiet place, and prepare to unleash *The Derelict*!

FOREWORD

I came up with this scenario while reading an old book about Viking explorations of the New World. In one of the tales, the Vikings encountered what they called a “sciapod” (this encounter is described in the scenario). What struck me is that the rest of the saga was all perfectly normal, earthly activity. There were storms, they caught fish, they sighted land, avoided icebergs, etc. Then, out of nowhere, comes this sciapod, and the Vikings treat it as matter-of-factly as a walrus. The only reason I would have to discount the sciapod is that no one since then seems to have spotted them (and lived). But it is a perfectly straightforward sighting.

It makes me wonder how many odd supernatural events we reject from ancient times because “we know better.” But we are willing to believe their non-miraculous accounts, of course. I wonder what we are blinding ourselves to by failing to dig deeper. There are French courtroom cases in which werewolves were put on trial, and these are right alongside other court cases in which no one disputes the validity of the events, for instance. Or 19th century accounts of lights glowing brightly on the dark half of the moon. Things go on beyond our purview.

Sandy Petersen, 2016

THE DERELICT

A final journey brings a remarkable discovery and a hidden terror.

This scenario is set in the modern-day in the icy waters of the North Atlantic. Accommodating two to six players, it can be played in a single session. The adventure concerns a missing reefer ship, the *Groenland Tropisch*, which has been stranded on an iceberg. The thought of a substantial salvage reward drives the investigators to attempt to rescue the ship, but in doing so they attract the attention of a strange and deadly monster.

THE INVESTIGATORS

There are two possible ways to involve the investigators:

Firstly, one character could be the owner of a luxury yacht who, along with his or her friends, is enjoying one final journey before handing their yacht over to its new owner. In this situation, one of the investigators is the yacht's owner, who has fallen on hard times—perhaps as a result of the 2007–2008 economic crisis (or Crash of 1929, if adjusting the scenario to the Classic era). Despite best efforts over the preceding years, the investigator's savings have dwindled and their investments have dried up, and they have been forced to sell their yacht, the *Delilah*. This could even be the consequence of too much time spent jaunting around the world combating the Mythos and not paying attention to their income! The *Delilah* has been sold to a person in England, providing the investigator with one last opportunity to sail the yacht from the USA to its new owner. Deciding to make this trip as pleasant as possible, the investigator has invited some friends (the other investigators) along for a final grand party. Plans and details for the luxury yacht are provided, refer to *Delilah, Luxury Yacht*, page 6.

Alternatively, the investigators are a salvage team sent to investigate the *Groenland Tropisch's* situation and return the ship to port. The reefer has been reported missing, its last transmission put it somewhere southwest of Greenland. The crew must locate the ship, search for and rescue any survivors, and get the vessel back to port either under its own power or by towing. For background

on the missing reefer, refer to *Groenland Tropisch, Reefer Ship*, page 9. Note that, with this option, no plan has been provided for the salvage crew's ship—assume something similar in terms of a “working” boat, but more down end of the *Delilah*.

The scenario as presented assumes the first option: a luxury yacht owner and his or her friends on a journey across the North Atlantic, who come across the *Groenland Tropisch* stranded on an iceberg.

If creating new investigators, the following occupations are suggested:

Option One, luxury yacht owner and friends: accountant, actor (film star), architect, athlete, author, designer, dilettante, doctor, engineer, gambler, lawyer, and white-collar worker (successful business owner). Having one player character with an engineering background is recommended, but not essential.

In addition, there should be one or two non-player characters (NPCs) who could play the roles of the yacht's captain and mate (both employed by the yacht's owner) or who could be other friends of the owner if players wish to take those roles (for convenience, two NPCs are provided, see the **Appendix**, page 22).

Option Two, salvage crew: diver, engineer, mechanic, sailor, soldier/marine (ex-military). Again, ensure one or two NPCs are members of the crew.

Important note: throughout this scenario, the Keeper must keep a track of which investigators have skin in contact with silver. The monster in this scenario is normally invisible and only those who have flesh in contact with silver are able to see the creature for what it is (see *The Sciapod*, page 22). Try to avoid making the players aware of this fact until they work it out for themselves. Use subtle questioning during character creation or when establishing the opening scene to determine who might be wearing jewelry, or simply make an educated guess as to which characters have a sterling

Geneva Convention on the High Seas

Signed in 1958, the Convention includes Article 98: the duty to render assistance. The Article requires a ship and crew (if able, without risking serious endangerment to ship, crew, or passengers) to:

- Render assistance to any person found at sea in danger of being lost.
- Proceed with all possible speed to the rescue of persons in distress, if informed of their need of assistance, in so far as such action may reasonably be expected.
- After a collision, to render assistance to the other ship, its crew and its passengers.

Keeper Note: the yacht's owner and its crew members would be aware of the Convention and its implications (morally and legally) if they fail to render assistance.

Delilah, Luxury Yacht

Delilah is a 95-foot (29 meter) motor yacht, accommodating up to ten people in luxury. The vessel comprises three levels: a fly (open top) bridge, the main deck, and lower deck. Secondary wheelhouse controls are on the fly deck, along with a lounge area (with large comfy cushions for sunbathing), and an awning for shade. The main deck contains the galley, dining table, social areas, and wheelhouse, while the lower deck has four spacious cabins (two doubles and two twins), plus two fore cabins with Pullman berths. The yacht is air-conditioned and the communal areas include flat screen televisions, DVD players, and a surround sound music system. For the adventurous, the yacht carries a sea kayak, snorkeling gear, water skis, and a wakeboard. A dinghy is stored on the fly deck.

- **Cruise speed:** 20 knots
- **Max speed:** 22 knots
- **Engine:** 2 x MTU 2942 kw

See the *Delilah's* deck plan on page 7.

silver ring, chain, or earrings. If in doubt, determine the wearing of silver with a Luck roll—remember to note down successes for later reference when the characters come face to face with the monster.

START

The investigators are enjoying the facilities onboard the luxury yacht, *Delilah*, traveling from Boston, USA, to Liverpool, UK. Allow the players time to introduce their characters and establish relationships. Explain that this is a party and their last chance to have fun on the *Delilah* before it is handed over to its new owner on arrival in Liverpool—a time to forget their personal worries and financial hardships and make the most of the situation.

At a suitable point, probably around mid-afternoon, they spy a reefer ship seemingly stranded on an iceberg. The reefer can be spotted by any of the guests or the yacht's two crewmembers as necessary (no roll necessary).

The discovery may prompt a debate as to whether to use the radio to contact the reefer or call for help, or whether to just head towards the iceberg to see if help is required. Additionally, the Keeper should plant the idea of salvage; if none of the players think of it, then one of the NPC characters can suggest that a hefty salvage fee would be rewarded if they could tow the ship to port (appealing to the financially strapped yacht owner). In any event, the investigators should draw the conclusion that they should at the very least try to ascertain if anyone is alive and needs rescuing, as stated in the Geneva Convention on the High Seas (see box nearby).

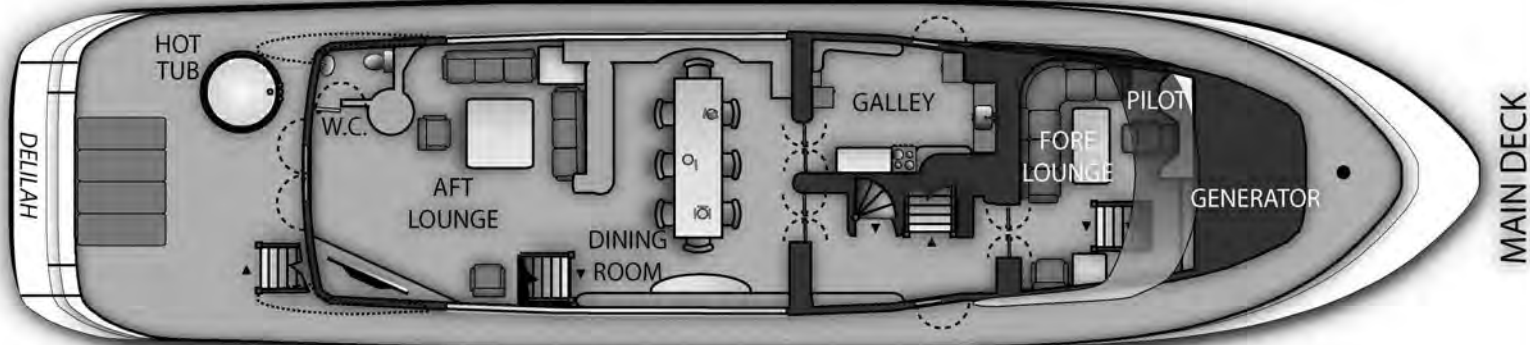
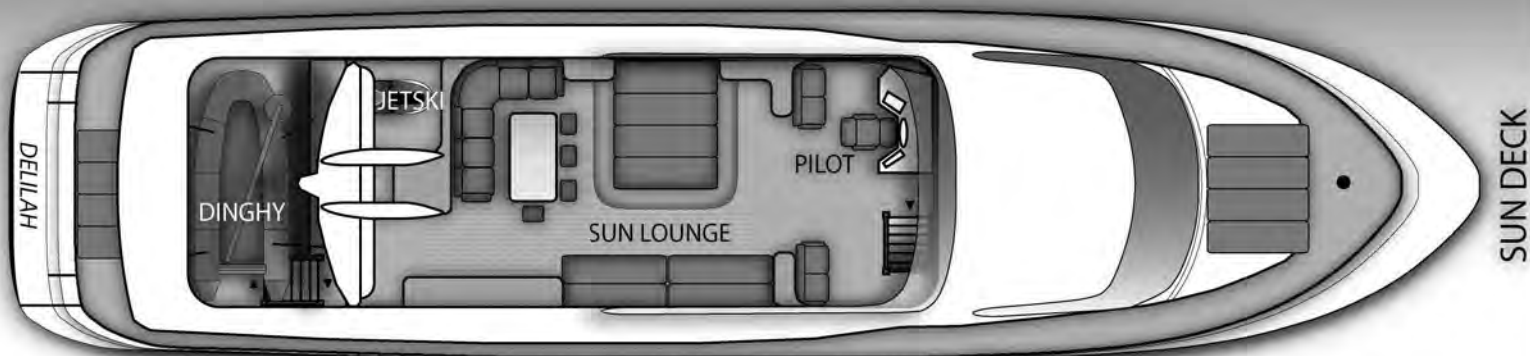
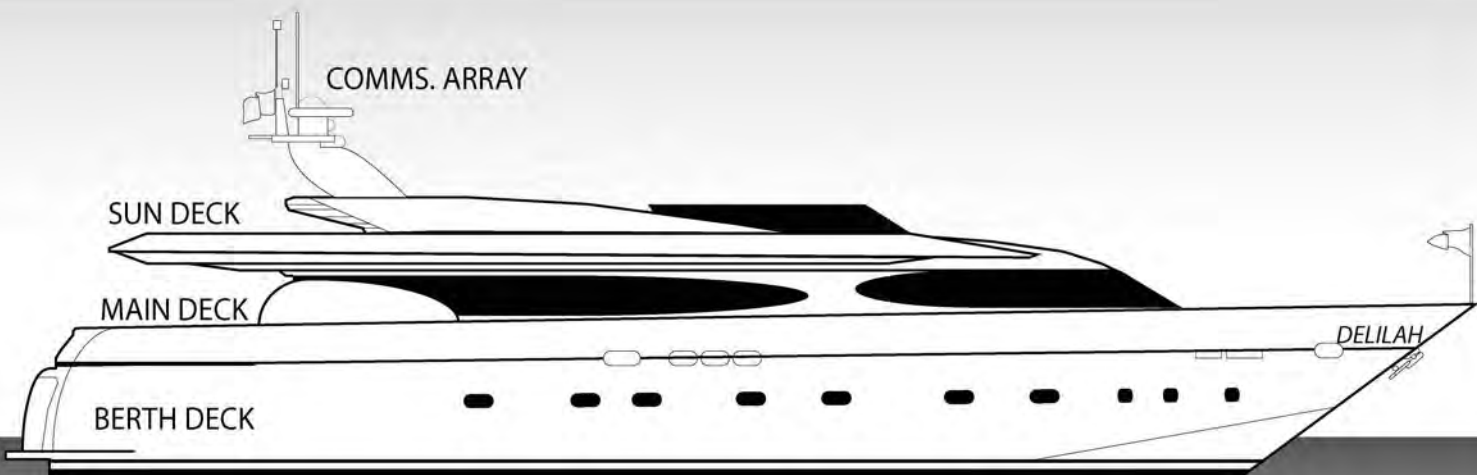
Thus, the investigators are drawn towards the reefer ship through a sense of duty and responsibility, as well as perhaps dollar signs in the eyes.

SEQUENCE OF EVENTS

From this point onwards, the scenario is somewhat freeform in design, allowing the Keeper to react to the investigators' decisions and actions. The likely sequence of events follows and the Keeper should feel free to build and adapt as necessary.

The scenario tends to have two halves: the search for clues on the *Groenland Tropisch* and the realization that there is "something" on the ship, followed by a game of cat and mouse with the sciapod, leading to a climax where the success of the investigators' plan for dealing with the monster comes to a head.

Use the following sequence to drive the action and play, omitting and replacing with events of your own design as you see fit:



THE DELILAH
EN ROUTE TO LIVERPOOL

ASX⁵⁰⁰
QUAD
THE EMPRESS OF THE SEAS
& THE PREMIER YACHT OF 2007!

- The investigators spot the iceberg and the stranded reefer and are obliged to see if there are any crew needing to be rescued, as well as provoking the notion that if they can get the reefer ship to port then they could receive a handsome salvage reward—enough to perhaps end the yacht’s owner’s financial woes. See **Salvage Rights** on page 8.
- Getting to the reefer and iceberg is relatively easy; although the Keeper may call for a **Pilot (Boat)** roll (if an investigator is piloting the yacht) to determine how well this is managed. A fumble or failed pushed roll means the yacht is somehow damaged coming alongside the reefer and iceberg (perhaps scraping the hull) and repairs will need to be made before they can cast off again.
- Searching the *Groenland Tropisch* for clues as to its fate and/or working out how they might get the ship moving for salvage. There are no signs of life on deck, so a search of the reefer is required to determine if anyone needs rescuing.
- **Option:** while searching the reefer’s cargo holds, the investigators walk right past the sleeping sciapod (hidden under a tarpaulin)—later, build the sense of unease when they return to find the tarpaulin flat on the floor.
- The sciapod wakes up, sizes up the situation and boards the *Delilah* to destroy its controls and radio, so as to prevent this newly arrived food source from departing. Damage to the *Delilah*’s controls might be repairable, given the time and necessary skills.
- As the reefer is searched, clues are found (growing in importance and horror). The investigators realize they are not alone and possibly one or more of them return to the yacht to find it’s been attacked and that the controls and radio are broken.
- **Option:** one of the investigators catches a brief glimpse of the sciapod (a huge white thing moving past a porthole or a doorway). Make sure that whoever spots the monster is in contact with silver (perhaps a ring or other piece of jewelry they are wearing, or one of the silver items noted in the description of the *Groenland Tropisch*).
- The sciapod begins to hunt the investigators. Any NPCs are killed first; perhaps one is suddenly harpooned by the sciapod’s crystal bow, causing panic when there is no sign of who or what shot the deadly bolt. Another NPC might be found dead, savage bite marks in their flesh.

Alternatively, all that the investigators hear is a terrifying scream; when they go to see what has happened, all they find is a bloody trail leading down into the cargo holds.

- The mysterious attacks and strange sightings of a huge white “thing” (as well as the possibility of an outright attack) drive the investigators to hide (probably on the reefer, as it is bigger and has more places for concealment). Build on the confusion—to some of the investigators the monster is invisible, to others (in contact with silver) its awful visage can be seen (provoking **Sanity** rolls).
- The sciapod finds one of the hiding places but is perhaps initially driven back; it departs to rest up, but will return. The investigators have a bit of time to work out how to deal with the invisible monster.

At this point, encourage the investigators to come up with a plan of action. There are a number of ways they might proceed, some of which are explored in **Combating the Sciapod**, page 21. Allow the players time to think over their options and formulate a plan; although, if they take too long, have the sciapod return to nose about only to depart again. Ultimately, the investigators should be forced out of hiding to enact their plan—probably requiring them to split up in order to gather what they require and so face running into the monster. Build tension as individual investigator actions risk bringing the monster’s attention. The scenario’s climax should concern whether the investigators’ plan works or not. Try to reward ingenuity and risk, but success should be hard won.

The following sections detail particular courses of action, as well as provide a walkthrough of the *Groenland Tropisch* that can be used when the investigators explore the ship.

SALVAGE RIGHTS

The following information can be found in the captain’s office onboard the *Groenland Tropisch* (see **Superstructure: Level One, Kitchen**, page 12). Alternatively, one of the investigators with a suitable occupation or experience (or a crewmember NPC) could relay the gist of the detail with a successful **Law** or **Hard Know** roll.

The Law of Salvage provides that a person recovering another person’s ship or cargo after peril or loss at sea is entitled to a reward commensurate with the value of the property so saved. The Law of Finds may be applied if the wreck has been abandoned (the vessel’s owner has not actively tried to retrieve the vessel or its contents). Thus, the owner is considered to have relinquished the title voluntarily.

A discoverer who finds a shipwreck is entitled to the full value of all of the goods recovered. Since the owner of the vessel has given up trying to recover the shipwreck, the discoverer is deemed to have full rights to the content; although abandonment of the vessel must be proven.

Where the Law of Finds does not apply, a successful salvor is not entitled to keep the salvaged vessel but is entitled to a reward. The amount of the reward is based on the vessel's value, its contents/cargo, how successful the salvage was, the salvor's skill in minimizing damage to the environment, and the level of peril to which the salvaged vessel was subject. In addition, factors such as the rescue of human lives, the salvor's labor and expenses, and the level of risk encountered also play a role in determining the award.

USING THE RADIO

On seeing the *Groenland Tropisch*, investigators may want to radio the stranded ship or communicate with the authorities (probably the US Coast Guard). Calling the *Groenland Tropisch* elicits no response whatsoever. Contacting the maritime authorities can be done and the investigators can relay a message; however, help will be a long time coming—certainly long after the investigators have come face-to-face with the sciapod. In addition, remind the investigators that bringing in another party to undertake the search and rescue likely means that any salvage claim by the investigators would be neutralized and lost.

If the investigators don't think to use the radio early on, then have the sciapod destroy the radio and the yacht's engine controls while everyone is searching the *Groenland Tropisch*. Should a pesky investigator decide to remain with the yacht, have them distracted away from the yacht—here are two possibilities:

- They hear a sound or see something strange on the *Groenland Tropisch*; fearing something bad is happening, they leave the yacht to warn the others.
- They see something jump into the water from the *Groenland Tropisch* or iceberg (the sciapod making a big splash) and can see something driving through the water towards the yacht.

Even if an investigator stays aboard the *Delilah*, the sciapod is invisible (presuming the investigator has no silver jewelry) and so can come aboard and begin wrecking the ship's radio and controls. Witnessing this attack by an unseen force calls for a **Sanity** roll (1D3/1D6). If an NPC is left alone onboard the yacht, then the investigators find their dead body on their return; a 6-foot long crystal harpoon embedded in their chest (0/1D4 Sanity loss).

GROENLAND TROPISCH, REEFER SHIP

The *Groenland Tropisch* is a refrigerated cargo ship (reefer) used to transport perishable commodities, including fruit, meat, fish, vegetables, and dairy products. Operated by the firm of Simmons and Calvert, the vessel is currently adrift in the North Atlantic upon an iceberg.

The *Groenland Tropisch* is some forty years old and is equipped with three cranes (only two of which are operational, the other is damaged but repair may be possible), and three, top opening hatches on the main deck through which cargo is lowered to the various holds below. Two of the cargo hatches are currently open to the elements.

The vessel's navigation bridge is at the top of the main superstructure, which rises above the cargo decks. The superstructure comprises five levels: kitchen and dining rooms on level one, crew quarters, a crew lounge, galley, and a laundry on level two; officers' quarters and lounge on level three; captain's quarters and dayroom, plus recreation room on level four; wheelhouse and the radio room on level five (navigation bridge).

- **Built:** Harland and Wolff, Belfast
- **Registry:** Dutch
- **Operated by:** Simmons and Calvert
- **Type:** Refrigerated Cargo Liner
- **Length:** 331 feet (117 meters)
- **Gross Tonnage:** 6,600
- **Propulsion:** 6,660 BHP
- **Compliment:** 16 crew

EXPLORING THE REEFER

Effectively, the *Groenland Tropisch* is a ghost ship, seemingly abandoned and melded to the side of an iceberg. Apparently, the ship hit the iceberg, causing damage to the hull; the ship is still seaworthy if it can be detached from the iceberg. The ship's power is off; there is no lighting, no heating, and a layer of ice clings grimly to all exposed surfaces. Initial inspection suggests no signs of life.

MV GROENLAND TROPISCH

VOLUMASS ALPHA™ REFRIGERATED CARGO LINER

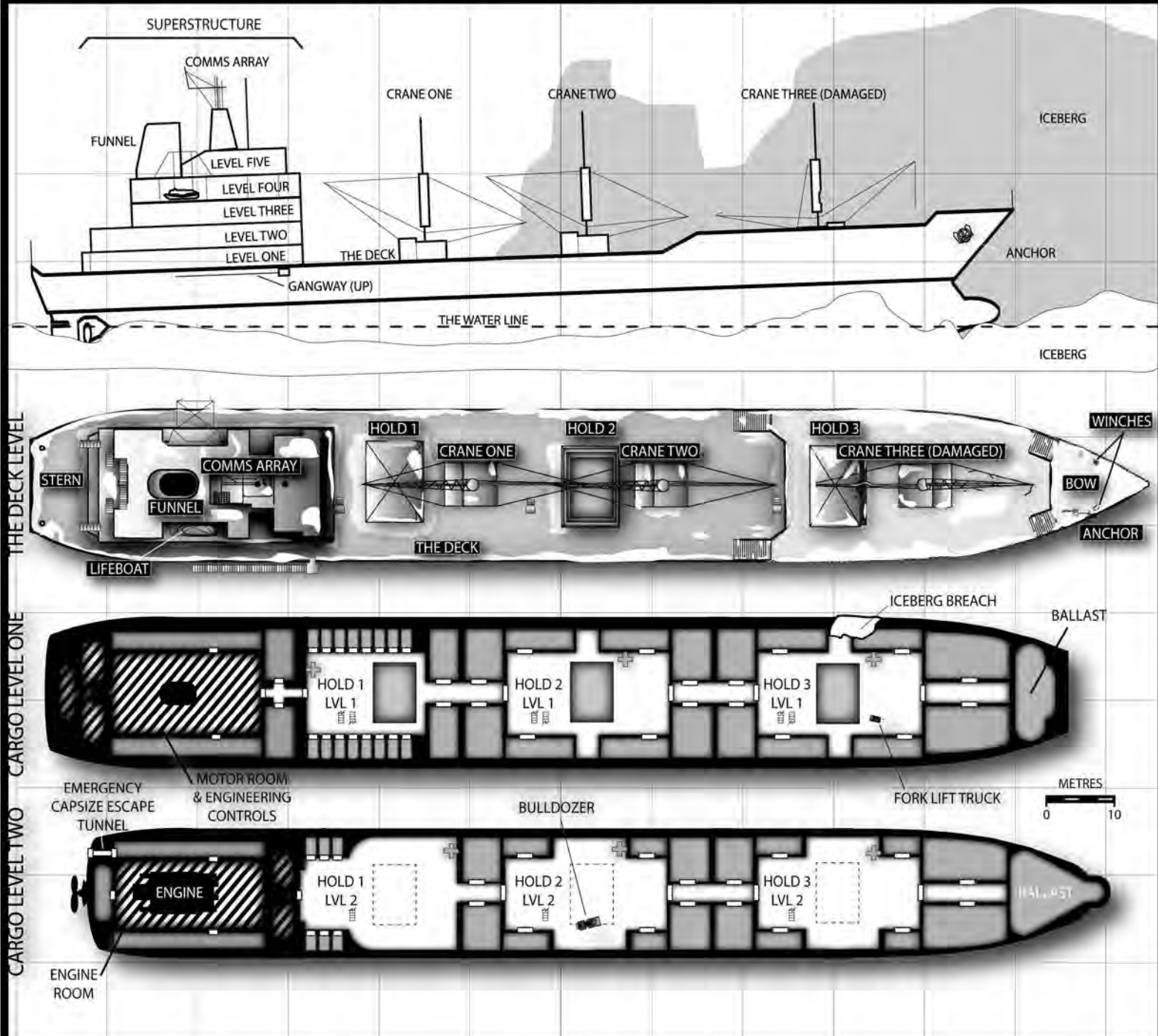
HARLAND & WOLFF BELFAST
A CENTURY OF ENGINEERING EXCELLENCE



McDULFEE
NAVAL & MERCHANT ARCHITECTS



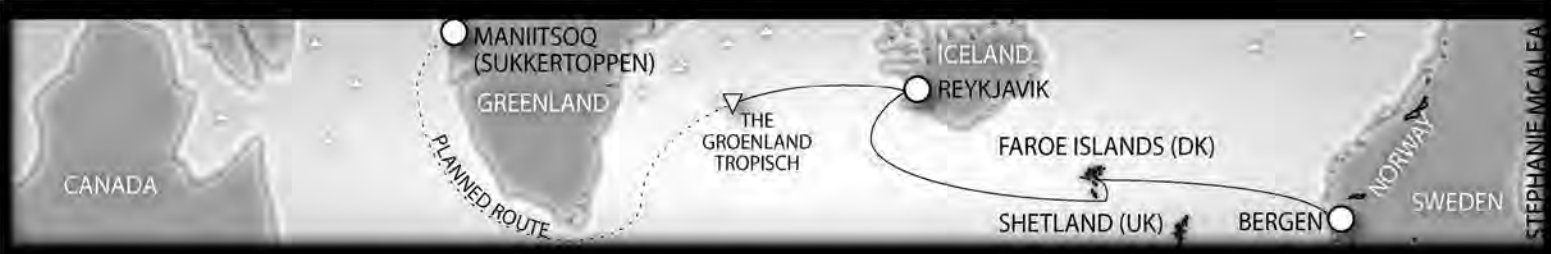
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SIMMONS & CALVERT SHIPPING

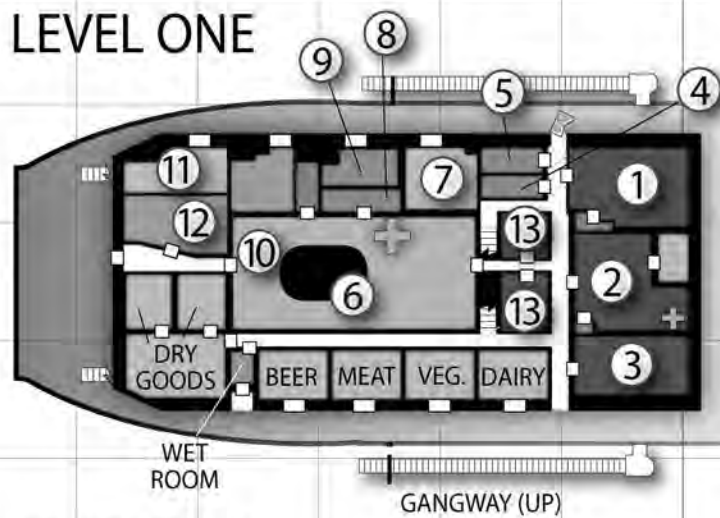


VESSEL TYPE	REEFER	DISPLACEMENT	6,600 TONNES
CLASS	CARGO LINER	OPERATOR	SIMMONS & CALVERT
REGISTRY	NETHERLANDS	CARGO BAYS	3 SEALED DECK PATTERN
NOMENCLATURE	GROENLAND TROPISCH	DECK EQUIPMENT	THREE MT CRANES.
DESIGN DATE	04-23-1976	LIFEBOATS	TWO (1x PORTSIDE, 1x STARBOARD)
DATE LAID DOWN	01-21-1978	INSPECTION	BY TRANSAT SHIPPING
DATE FINISHED	10-11-1980	REMARKS	2011: EXTENSIVE OVERHAUL
LENGTH OVERALL	117 METRES		2013: SPECIAL SURVEY PASSED
WIDTH OVERALL	21 METRES		2013: DRYDOCKING EXAM PASSED
VESSEL CREW	16		2013: TRADING CERTIFICATES REISSUED
ACCOMODATIONS	26		2014: ACTIVE ON BERGEN, NORWAY, TO SUKKERTOPPEN, GREENLAND ROUTE
PROPULSION	6,660 BHP		

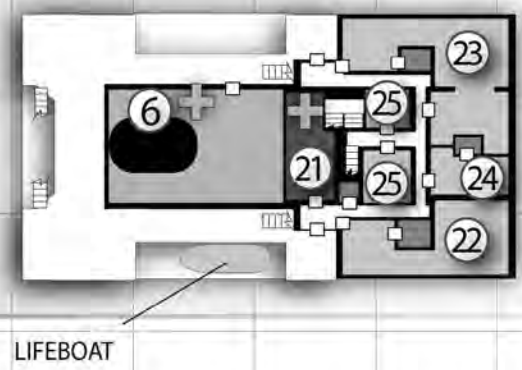


STEPHANIE MCALFA

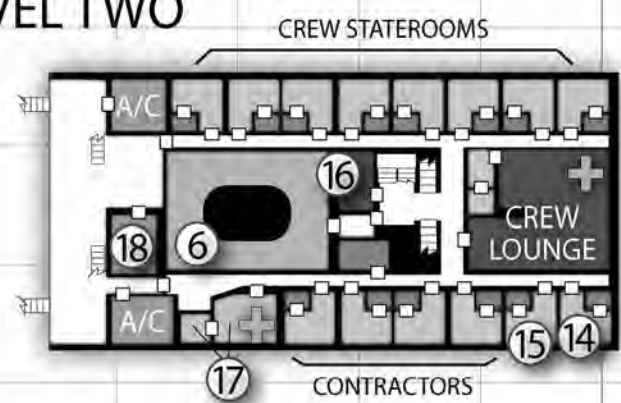
LEVEL ONE



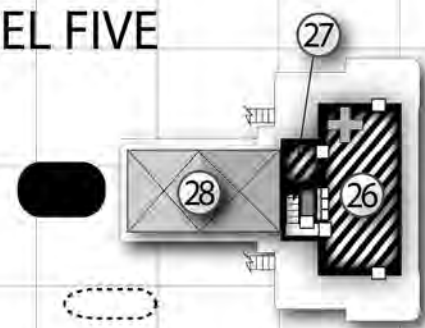
LEVEL FOUR



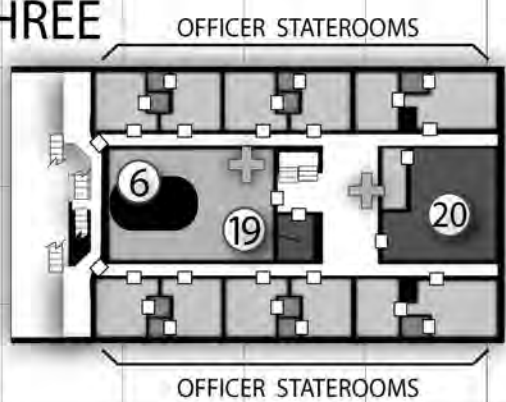
LEVEL TWO



LEVEL FIVE



LEVEL THREE



SIMMONS & CALVERT SHIPPING



SUPERSTRUCTURE

- | | | | |
|--|---|--|--|
| <ul style="list-style-type: none"> □ CORRIDORS & OPEN AREAS ■ STORES & SUPPLIES ■ ENGINEERING & MAINTENANCE ■ SUPPORT & CREW AREAS ■ HEAD/BATHROOM ■ CARGO & HOLD AREAS ■ STATEROOMS ▨ SHIP OPERATIONS ■ HULL & VOID AREAS ● FUNNEL CASING | <ul style="list-style-type: none"> ⌂ DOORS ⊕ MEDICAL KIT POINTS 1 OFFICER DINING ROOM 2 KITCHEN 3 CREW DINING ROOM 4 CHIEF ENGINEER'S OFFICE 5 CAPTAIN'S OFFICE 6 MOTOR CASING 7 CREW CARGO 8 CHANGING ROOM | <ul style="list-style-type: none"> 9 CARGO OFFICE 10 CO₂ BOTTLE ROOM 11 SHIP'S STORE 12 HOLD CLIMATE OPS. 13 OFF DUTY MESS 14 COOK'S ROOM 15 BOSUN'S ROOM 16 LAUNDRY 17 HOSPITAL 18 ELECTRONICS | <ul style="list-style-type: none"> 19 OFFICER'S LAUNDRY 20 OFFICER'S LOUNGE 21 HOBBY ROOM 22 CHIEF ENGINEER'S QUARTERS 23 CAPTAIN'S QUARTERS 24 RADIO OPERATOR'S ROOM 25 PILOT'S ROOMS 26 WHEEL HOUSE 27 RADIO ROOM 28 DECK AWNING |
|--|---|--|--|

A dark and unwholesome atmosphere pervades. Sound echoes through the ship as the icy ocean lashes against both ship and iceberg. Emphasize the cold, the darkness, and the silence. The whole experience should be eerie and foreboding, especially when the investigators venture inside the superstructure and the cargo holds.

The following sections include one or more discoveries the Keeper can plant, depending on the action and focus on the investigators. Such discoveries can occur whenever the Keeper deems most appropriate; however, it is suggested to build the frequency of such finds as the scenario progresses, so as to build the horror (i.e. don't throw all of this at the players in the first thirty minutes).

Refer to the deck plan of the *Groenland Tropisch*, nearby.

MAIN DECK

The hull has been partially crushed by impact with the ice, although it does not appear to be letting in water. If somehow detached from the ice, the vessel could be seaworthy enough to be towed to land—and quite possibly a salvage reward.

Three cranes reside over large deck hatches. Only one of the hatches is secured, the other two are open (one fully, one partially) allowing egress to the cargo holds below. Two large winches and the ship's anchor mechanism (which has not been deployed) can be found at the bow of the ship.

Close examination of the partially open hatch reveals the metal hatch cover has been torn from some of its mountings and the cover is uneven due to several large dents in its surface, near to the where it has been torn from the mountings. Finding these indents is more difficult if the investigators have not thought to bring a light source with them, meaning that a **Spot Hidden** roll is required to identify them.

Cranes: two of the cranes appear to be in order from a cursory inspection (if the ship's power can be turned on), while the third (furthest from the superstructure) appears damaged—wires are torn from fittings and mountings twisted, as if a large object had knocked into the crane, causing it to bend and twist. Repairing the damaged crane requires the proper tools (stored in the superstructure), six hours, and a successful **Science (Engineering)**, **Operate Heavy Machinery**, or **Hard Mechanical Repair** roll.

One lifeboat is suspended from the outer deck of the third level of the superstructure (viewable from the main deck) on the starboard side. A lowering mechanism for a portside lifeboat is visible, yet there is no sign of the lifeboat.

Possible discoveries:

- Drag marks through ice on the deck's floor, as if something large had been dragged along the deck.
- Frozen drops of blood on the deck floor near the stern (behind the superstructure).
- **Spot Hidden:** a severed and frozen hand. A successful **Medicine** roll confirms the hand has been bitten off, as if a shark had attacked the hand's owner.

SUPERSTRUCTURE LEVEL ONE. KITCHEN

From the main deck, doors to the interior of the superstructure can be found on the port and starboard sides. It's hard not to notice that both doors have been ripped from their fittings. One door (port side) lies buckled and twisted on the deck, while the other is missing entirely. Examination of the port side door reveals no scratches or claw marks but rather indentations, as if something large and heavy was used to batter down the door from outside. The locking mechanism is bent and twisted, requiring substantial force. This damage is replicated around the doorframe. From the door surround, the starboard door looks to have been battered from the inside and torn from its mountings altogether.

Other access doors on the starboard side lead into the cook's meat, vegetable, dairy, and dry provisions stores (all locked). While on the port side, access doors lead into the cargo office (locked) and the CO₂ bottle room (locked). With no lighting or heating on, the interior is dark and frosty. Along the main corridor (port to starboard) can be found the officers' dining room, the galley kitchen, the crew's dining room, and the captain's and chief engineer's offices.

Food stores: getting inside requires either a successful **Locksmith** roll or brute force (**STR** roll and a crowbar or similar). All seem in good order, with no apparent damage to the doors or interiors. Foodstuff is packed neatly on shelving in refrigerated rooms (the refrigeration system is not working). There is some possible spoiling, although due to the cold of the sea and the iceberg it's still pretty chilly.

CO₂ room: carbon dioxide is used in a ship-wide system to fight fires (especially in the engine room, kitchen, and cargo holds), as well as provide refrigeration to the holds. Each bottle is just over 5-feet (1.5 m) in height and weighs 290lbs when full (190lbs empty). Getting inside requires either a successful **Locksmith** roll or brute force (**Hard STR** roll; reduce to Regular difficulty if a crowbar or similar is used as a lever). Investigators may think to

jury-rig CO2 bottles in their fight against the sciapod (see **Combating the Sciapod**, page 21).

Cargo office: shelves and filing cabinets line the walls and contain a great assortment of cargo manifests, legal documents, and customs forms. A cluttered desk and a chair are the only furniture within. Should the investigators wish to find documents pertaining to the ship's current cargo a successful **Spot Hidden** finds the manifest, which details a cargo of meat (beef, pork, etc.), fresh fruit and vegetables, and dairy products.

Captain's office: a well-ordered room, with a desk and swivel chair, and a bookcase holding a series of books on maritime law (in English). The captain's logbook is on the desk, along with a half-empty mug of frozen coffee.

The captain's log is written in Norwegian. If anyone can read Norwegian, the log states that the *Groenland Tropisch* departed Bergen, Norway, on February 13th 2016, carrying a cargo of vegetables, fruit, dairy, and meat products headed for Sukkertoppen in Greenland. The most recent entries, dated February 16th, describe a rogue iceberg hitting the *Groenland Tropisch*. The ship suffered damage from the impact and chief engineer Gunnar Ulfsson was instructed to inspect and ascertain the level of damage to hull. The captain remarks that he has been unable to communicate with land due to the radio operator, Thorolf Löfgren, acting crazily and damaging the equipment. Löfgren was overpowered and was confined to his cabin pending investigation of the incident by the captain.

If the books of maritime law are studied, details concerning salvage rights can be found. See **Salvage Rights**, page 8.

Chief engineer's office: the door is locked (**Locksmith** or **Hard STR** roll to open; reduce to **Regular** if lever is used). Inside are metal filing cabinets, a desk, and a swivel chair. The room appears untouched, apart from two cabinet drawers that are open, with various documents half-pulled out (as if someone had been searching for something). One of the drawers holds documents pertaining to the deck cranes, while the other has various safety check forms, inventories, and bills of purchase for bottles of CO₂.

Officers' dining room: rows of chairs and tables. Half-eaten meals sit cold on white plates, and cutlery lies scattered about.

Galley kitchen: the large kitchen contains a large assortment of pots and pans and other cooking paraphernalia. Cold food sits in large pots on the unlit stoves. A pot of stew has been overturned, its contents frozen in a pool on the floor. All manner of kitchen knives and implements can be found here.

Crew's dining room: a mirror of the officers' dining room, although a number of tables have been set on their sides, as if to form a barricade. It appears to have done no good, as the tables are bent and twisted and are covered in blood. Frozen tracks of blood stretch across the floor.

Possible discoveries:

- Blood tracks and splatters on floors and walls.
- A flare gun (empty).
- A large kitchen knife, its blade crusted with a white substance, almost like milk.
- Bottles and rags for making Molotov Cocktails.

SUPERSTRUCTURE LEVEL TWO. CREW QUARTERS

The dark stairways lead up to level two and also continues up the higher levels. The corridors are silent and open into the various crew cabins, as well as a crew lounge and bar, a laundry room, and a medical room. All internal doors are unlocked and most are ajar, swinging idly; occasionally a door will swing shut, sending a metallic echo running through the ship.

Crew cabins: are much alike, each houses a bed and a small locker for personal belongings, as well as clothing and other personal touches like taped-up saucy posters and calendars. Some cabins are apparently vacant. The doors to a number of cabins have been bashed in (requiring great force and strength beyond that of a human).

Crew lounge: consists of cheap, comfy chairs and coffee tables, along with a bar (liquor can be found behind a draw-down, locked, metal blind). It looks as though someone has tried unsuccessfully to open the metal blind with an iron crowbar, which lies on the floor nearby. A deck of playing cards is strewn across the floor (close examination shows some of the cards are marked with spots of dried blood). Otherwise, the lounge contains a DVD player rigged to a projector, a screen on the wall, and some shelves holding a library of popular movies.

Medical room: contains an examination area, a sink, and good supply of first aid materials, including dressings, antiseptics, and so on. Medical tools for more serious injuries can also be found, including resuscitation equipment, medical instruments, intravenous kits, disinfectant, and a defibrillator. Two working flashlights can be found with one of the cupboards. A wall cabinet has been broken open, revealing bottles of drugs within



The Crew's Dining Room

(antibiotics, penicillin, etc.); some broken vials of morphine lie on the floor. An investigator with medical training would be aware that operations and routine medical procedures could be performed here.

Possible discoveries:

- Bloodstains.
- A discarded hand axe.
- Empty vial of morphine and a used syringe.
- A tarnished and bloodstained knife.
- A crew cabin painted with frozen blood splatter.

SUPERSTRUCTURE LEVEL THREE. OFFICERS' QUARTERS

Similar in layout to the level below, the officers' cabins are a little larger than those of the crew. Apart from another laundry room, the only other area is the officers' lounge, also fitted with a bar (locked) and slightly better quality comfy chairs and tables. A number of empty

whiskey bottles (presumably removed from the bar) lie on the floor, some are broken and so jagged glass presents a danger to anyone falling onto the floor or getting on their hands and knees to search.

Possible discoveries:

- A 6-foot long cylindrical piece of glass embedded in a bulkhead (from a distance, a flashlight would highlight it glinting). When examined, the glass looks more like crystal and is shaped like a harpoon. If pulled from the wall (requiring a Hard STR roll), the crystal shaft is icy cold to the touch and reveals a sharp barbed head. It looks like nothing the investigators have ever seen before: the material bears most resemblance to armored glass and is very strong (see *The Sciapod*, page 21).
- At least one cabin door torn from its hinges and now partially blocking the corridor.
- A dead crewmember, found in the laundry room. The body has been eviscerated and partially eaten (Sanity loss 1/1D4).
- A loaded flare gun (1D10+3+burn).

Keeper note: the following clue should, ideally, be introduced later in the game, once the investigators have done an initial inspection of the vessel. The location of the clue should be a crew or officer cabin, perhaps overlooked or passed by when they first venture through the superstructure.

In one cabin, books have been scattered about. The books range from the classics to various books on mythology and folk tales. One book, a volume of Norse sagas, lies open. The spine has been broken, with the pages open to a section of *Erik the Red's Saga*: on the left-hand page is the Old Norse text, while on the facing page is the English translation—see **Handout: Derelict 1**. The books belong to one of the crew who had an interest in history, who on seeing the sciapod with its crystal bow remembered the passage in the saga. The highlighted passage provides the only clue to monster stalking the *Groenland Tropisch*. A successful **Spot Hidden** roll notices something shiny beneath the littered books: a silver fountain pen.

SUPERSTRUCTURE LEVEL FOUR, SENIOR OFFICERS' QUARTERS

Comprising less room than the levels below due to the position of the two external lifeboats, level three contains the captain's cabin, bathroom, and dayroom, as well as a recreation room and cabins for the radio officer and chief engineer.

Only one lifeboat is here (starboard side), the other lifeboat is missing—examination shows that the missing boat must have been previously lowered (see **Searching the Iceberg**, page 19, for the lifeboat's remains). See possible discoveries (following) for what's in the remaining lifeboat.

The recreation room contains a pinball machine, green baize card table, a selection of board games, a television and DVD player, plus a selection of movies.

Radio operator's cabin: the cabin door is locked (**Locksmith** or **Hard STR** roll to open; reduce to Regular if lever is used). On entering, the investigators find a mattress, which has been upended, blocking access inside. The mattress can easily be pushed out of the way. Inside, it's a mess: clothing and personal possessions have been flung about with abandon. Some clothes are bloodstained; suggesting that whoever ransacked this cabin was injured at the time. Beneath the bed, visible through the frame, is the body of Thorolf Löfgren the radio operator, lying in a pool of frozen blood. The man's eyes are wide open, a look of terror carved on his face (Sanity loss 0/1D3). Examination reveals his throat has been cut, although there are lacerations to his torso and lower arms, suggestive of knife wounds. Hidden beneath his body is an old, silver-handled cutthroat razor (which

Erik the Red's Saga

Time taken to read through the whole saga (taking approximately 30 to 45 minutes) reveals the following information. An investigator with a classical education or one growing up in Iceland or Greenland might recall the tale with a **Know** roll.

Composed in 1265, Erik the Red's Saga tells of Thorfinn Karlsefni and his wife Gudrid, and the discovery and colonization of Greenland. The expedition, led by Thorfinn Karlsefni and Gudrid, explores north, meeting and killing natives on their way. In one instance, they come upon a sciapod ("uniped" or "one-footer") who shoots an arrow and kills Erik's son, Thorvald, and then disappears. The survivors' return home and then set sail again for Greenland in the following spring.

The sciapod is mentioned only once and there is little to describe the creature other than its name, which essentially means it is a one legged beast that carries and shoots a large bow.

Keeper Note: in our version of events, the sciapod is a monstrous one-footed creature, with pale white skin and a luminescent green glowing eye—see **The Sciapod**, page 22, for further details.

he used to commit suicide). Searching through personal effects reveals the man's name.

Captain's cabin: the door is ajar and leads into to a small lobby from which the bedroom, dayroom, and bathroom are accessed. Everything seems in order. Compared to the radio operator's cabin, it is tidy and there are no signs of distress or vandalism. In the dayroom are three comfortable chairs, plus a desk and upright chair. The desk holds the captain's log, a silver letter opener, and writing paper and pens. An occasional table, set against a wall, holds a ship's decanter, half-filled with fine rum. The cut-glass decanter has a silver label on a short chain around its stem.

Chief engineer's cabin: a suite of rooms mirroring those of the captain at the opposite end of the corridor. While the bedroom is tidy, there are bloodstained towels in the bathroom and the dayroom is a mess. Ship's systems' diagrams, deck plans, crane diagrams, and other engineering papers are strewn about a large desk. A handwritten note saying, "CO₂ bottles or crane?" rests topmost on the scattered papers. The investigators can find a deck plan of the *Groenland Tropisch* here (see pages 10-11).

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Það var einn morgun er þeir Karlsefni sáu fyrir ofan rjóðrið flekk nokkurn sem glitraði við þeim og æptu þeir á það. Það hrærðist og var það einfætingur og skaust ofan á þann árbakkann sem þeir lágu við. Þorvaldur Eiríksson rauða sat við stýri. Þá mælti Þorvaldur: “Gott land höfum vér fengið.” Þá hleypur einfætingurinn á brott og norður aftur og skaut áður í smáþarma á Þorvald. Hann dró út örina. Þá mælti Þorvaldur: “Feitt er um ístruna.” Þeir hljópu eftir einfætingi og sáu hann stundum og þótti sem hann leitaði undan. Hljóp hann út á vog einn. Þá hurfu þeir aftur. Þá kvað einn maður kviðling þenna:

Eltu seggir,
 allsatt var það,
 einn einfæting
 ofan til strandar
 en kynlegr maðr
 kostaði rásar
 hart of stopir,
 heyrðu, Karlsefni.

Þeir fóru þá í brott og norður aftur og þóttust sjá Einfætingaland. Vildu þeir þá eigi lengur hætta liði sínu. Þeir ætluðu öll ein fjöll, þau er í Hópi voru og þessi er nú fundu þeir, og það stæðist mjög svo á og væri jafnlangt úr Straumsfirði beggja vegna.

It happened one morning that Karlsefni and his men noticed up above the clearing a kind of speck as it were glittering back at them, and they shouted at it. It moved - it was a sciapod - and hopped down to the riverbank off which they were lying. Thorvald Eirik the Red's son was sitting by the rudder, and the sciapod shot an arrow into his guts. He drew out the arrow. "There is fat round my belly!" he said. "We have won a fine and fruitful country, but will hardly be allowed to enjoy it." Thorvald died of this wound a little later. The sciapod skipped away and back north, and Karlsefni and his men gave chase, catching sight of him every now and again. The last glimpse they had of him, he was leaping for some creek or other. Karlsefni and his men then turned back. Then one of the men sang this ditty:

Men went chasing,
I tell you no lie,
A one-legger racing
The seashore by:
But this man-wonder,
Curst son of a trollop,
Karlsefni, pray ponder,
Escaped at a gallop.

They concluded that those mountains which were at Hóp and those they had now discovered were one and the same range, that they therefore stood directly in line with each other, and extended the same distance on both sides of Straumfjord.

Possible discoveries:

- Papers revealing the captain's name to be Helmar Engström.
- The captain's private rum store.
- The mangled and bloody corpse of an officer in the remaining lifeboat, hidden beneath the boat's tarpaulin. A successful **Spot Hidden** roll notices the tarpaulin is untied and loose at one end of the boat, as well as bloodstained.

SUPERSTRUCTURE LEVEL FIVE. WHEELHOUSE

A bloodstained internal stairway leads up to an access corridor accessing the rear of the wheelhouse. The radio room is accessed from the wheelhouse. Doors at the port and starboard sides of the wheelhouse lead out to an upper deck, on which two external stairways (facing the stern) descend down to the lifeboat deck.

Somewhat brighter in here than the other areas of ship due to the large viewing window, it quickly becomes apparent that the wheelhouse has been seriously damaged. Controls and dials are smashed, levers bent, twisted or pulled out of their mountings, and great dents mar the controls' metal housing. The viewing window has a large crack running through it (frost also obscures the view). Papers and charts lie scattered about. Clearly, this scene of destruction suggests that one or more people were hell-bent on preventing the ship's operation, although the damage to the metal casing and the twisted lever rods would require tremendous strength beyond that of a normal man.

The radio room is a similar story. On entering, it is apparent that someone has caused serious damage to the radio system. Rents in the metal casing reveal wires that have been pulled and severed, while the microphone has been dashed to pieces. Examination of the damage reveals it is different to the way the wheelhouse was damaged—the damage here could easily have been accomplished by a single determined person using an axe. Indeed, a few moments spent looking over the debris reveals an axe partially hidden on the floor. Both the ship's controls and the radio are beyond repair.

Keeper note: the sciapod caused the damage in the wheelhouse. Prior to that, Thorolf Löfgren saw the monster and went insane; in a bout of madness he grabbed a wall-mounted axe and attacked the radio, causing significant and irreparable damage before the crew subdued him.

Those with **Pilot (Boat)**, **Science (Engineering)**, **Operate Heavy Machinery** (no roll required), or a **Hard**

Mechanical Repair roll may estimate that although the ship's controls cannot be used, it would be possible to tow the vessel to a port, provided it could be extracted from the iceberg. Investigators with these skills can also determine that the best way to get the ship's lighting working would be to go to the engine room below decks.

Possible discoveries:

- **Spot Hidden:** traces of blood amongst the damage in the radio room.
- **Spot Hidden:** no traces of blood amongst the damage in the wheelhouse.
- The empty mounts for a fire axe on a wall on the external upper deck.

CARGO HOLDS

There are three cargo holds, all accessible via the main deck and below deck. Each hold is self-contained. Below deck, corridors are lined with various pipes (carrying refrigeration gas) leading to the holds and banks of compressors. Each hold has its own refrigeration controls, although the various systems are not currently functioning. The holds are not all full: some are empty, some are full, and some only partially. Packing boxes, crates, tarpaulins, chains, ropes, pallets, and so on are strewn around the holds. A small forklift truck, a bulldozer, and winches can be found: operation of the vehicles requires refueling (diesel must be found) and a successful **Operate Heavy Machinery** roll, or **Hard Mechanical Repair** or **Drive** roll.

These places are dark, cold, and uninviting. Slipping on ice or a tool on the floor is possible (as appropriate, call for a **DEX** roll to avoid stumbling and tripping); of course, those with a light source may avoid such hazards.

- **Hold 1:** meat products and the remains of the crew.
- **Hold 2:** vegetable and fruit products.
- **Hold 3:** dairy products.

Keeper note: when the investigators board the *Groenland Tropisch* the sciapod is resting beneath its giant foot in Hold 1 beneath a tarpaulin. Just remark that, along with pallets of meat products and hanging beef carcasses, are some empty crates, some of which are covered with tarpaulins. Remember that the sciapod is invisible unless the investigator's skin is in contact with silver, so should anyone inspect what's beneath the large tarpaulin, they see nothing. If they are in contact with silver, the sciapod just looks like a pile of rocks (admittedly a little strange to find

in a meat storage hold). Those getting far too interested in the tarpaulin/pile of rocks might have their attention drawn away by a strange sound elsewhere on the ship, a sudden lurch of the iceberg, or (even more likely) the discovery of the crews' remains by another investigator (see following). Of course, determined and forcible prodding of the tarpaulin or "rocks" may awaken the sciapod, who will rise up beneath the tarpaulin and probably cause the inquisitive investigator a shock (**Sanity** roll, 1/1D4 loss; 1D4/1D8 if able to see the creature).

Possible discoveries:

- Bits of clothing snagged on metal or on the floor.
- Chunk of bloody hair frozen to a pipe.
- Crowbars and other potentially useful tools.
- Wooden pallets for barricading rooms.
- Fuel jerrycans for the forklift and bulldozer.
- Flashlights (some smashed up, some working).
- Various lengths of netting for holding down cargo.
- Steel cable, winches, and ropes for tying down cargo.

A **grisly discovery**: in one of Hold 1's lower levels the remains' of the ship's crew can be found. The sciapod has carried the remains to this hold, piling up the corpses in some foul mockery of the meat cargo elsewhere. Without a light source, investigators face walking and tripping into this death pile unless they succeed in a **DEX** roll. Those falling face first into the corpses may not initially realize their predicament, believing that they have come upon more agricultural meat; as realization takes hold, call for a **Sanity** roll (1D3/1D6 loss). Examination of the bodies reveals up to thirteen crewmembers. All have various injuries, ranging from bite marks to crushing damage, while some have been partially eaten. Searching the bodies is not a pleasant task, and the best the investigators can hope to find are sets of keys to open various doors and locks on the ship. The sciapod will return here from time to time to feed—although, living prey is far more to its taste.

ENGINE ROOM

The engine room lies silent and dark. The access doors have been bashed open and the smell of fuel is strong. There is a dizzying array of controls, valves, switches, and dials—all the more dizzying as much has been smashed and damaged, as if someone took a sledgehammer to the room. Broken plastic, chipped metal, burst pipes, and wiring litter the floor, walls, and ceiling.

Keeper note: the sciapod, not wanting its new found food supply to leave, entered the engine room and tore the place apart.

Getting to grips with the systems is near impossible for an untrained person. Isolating the electrical system in the hope of getting the ship's lights on is no easy task, requiring a successful **Hard Electrical Repair** or **Science (Engineering)** roll, or an **Extreme Know** roll (lower the difficulty to **Regular** for someone experienced with ship's systems). If successful, the investigator manages to get the lights working; although, there are obviously loose connections around the ship, as parts of the vessel remain in darkness. Lights may stay on and then suddenly go dead for a time before coming back on. In which parts of the ship the lights work and how intermittently they stay on is determined by the Keeper, who is encouraged to use light and darkness to build atmosphere and tension as the scenario draws to a climax.

A competent mechanic or engineer may determine that the ship's main drive shaft has been broken and is irreparable. Getting the ship's engines working is impossible. The ship must be towed to port for effective repairs to be made. If one of the investigators is a skilled engineer, the Keeper may reward effort with momentary sounds of the engines coming to life, only to suddenly fail to the disappointment of all concerned. It is left to the Keeper's discretion what other of the ship's systems can be brought online.

Possible discoveries:

- Mechanic's tools.
- Access to the ship's fuel supply.
- Onboard intercom system (requiring an **Electrical Repair** roll and a couple of hours to repair).

SEARCHING THE ICEBERG

Determined investigators may wish to explore the iceberg, risking life and limb on the slippery floating island. Firstly, it is very cold and warm clothing is required. Secondly, it's dangerous and the Keeper should call for a **DEX** roll to cross the ice: failure means the investigator is in a precarious position; they can either choose to withdraw and retrace their steps, or push the roll (**DEX** or **Jump**). If pushed and failed, the investigator might injure themselves, fall and land hard on the ice, or potentially fall into the sea. Any such damage will be around 1D4 points, although falling into the sea calls for quick action (and probably help from those nearby) otherwise drowning is possible (apply the drowning rules, page 124, *Call of Cthulhu Rulebook*). Note **Hard**



The Sciapod, The Horror from Ancient Norse "History"

CON rolls are required to stave off drowning in the icy cold waters of the Northern Atlantic.

If on the iceberg without suitably warm clothing, hyperthermia sets in after 30-60 minutes: call for a CON roll: if unsuccessful, the investigator is suffering from hyperthermia. Hyperthermia provokes mental confusion (one penalty die to all skill rolls) and causes 1D4 damage. If exposure continues, call for a CON roll each hour until the investigator is rescued and warmed up or dies. For each CON roll failed, the investigator suffers a further 1D4 damage. Each time a CON roll is failed, raise the difficulty of the next CON (thus, after one failure the next roll will be Hard, followed by all CON rolls being Extreme). Once the investigator has been warmed through and rested, they regain 1D3 hit points and recover the rest at the normal rate.

The only thing of interest on the iceberg is the remains of the *Groenland Tropisch's* missing lifeboat. When two of the crew tried to escape, the sciapod jumped in the water and dragged the lifeboat back to the iceberg, whereupon it killed the men and tossed the boat onto the ice. The boat's remains are battered, torn apart, and frosted with blood.

COMBATING THE SCIAPOD

Inventive players are hopefully able to concoct suitable plans to deal with the invisible monster. Some possibilities follow—try to encourage the players to make use of what is around them rather than merely thinking to tackle the sciapod head on. Ingenious concepts should be rewarded.

Most plans probably will involve a number of “moving parts,” requiring each of the investigators to play a role in luring, trapping, or hurting the monster. Some investigators may need to act as bait (perhaps calling for a **Sanity** roll to remain cool under pressure), another might need to ensure a door opens or closes at the right time, so as to channel the sciapod in a certain direction (maybe a **Mechanical Repair** or **DEX** roll is needed), and then there's using the cranes or bulldozer to injure or force the creature from the ship (requiring the ability to drive or operate the equipment). Think through the players' plan and agree what the skill rolls could be for the differing elements and avoid calling for repeat rolls (this only diminishes the chances of success); one roll per action is appropriate (e.g. if an investigator must lure the monster by running ahead of it, only call for one **DEX** roll, and allow for pushed rolls). Once you have agreed the plan and which investigators are required to make which rolls, then everything is set and everyone has the same expectations. Of course, the sciapod might not act in the way predicted by the investigators and provoke

last second changes where a single investigator must think and react quickly—although, try not scupper the players' plan completely; add tension and drama, but try to refrain from causing an anti-climax, which tends to be unsatisfactory for all concerned.

Using flour or ice: throwing flour (or some other foodstuff) or shoveling ice onto a deck could create a way to track the invisible monster. An area prepared in such a manner could provide a means to detect the creature's approach (visually or hearing the crunch of the ice), especially if the investigators haven't caught onto using silver to spy the sciapod.

Using a trap: acting as bait, an investigator lures the creature to a trap. Traps could come in many variations: a concealed pit filled with spiky metal and sharp-ended pipes, a room filled with fuel that can be quickly set on fire; imprisoning the monster in a cargo hold (how long it takes to break out is left to the Keeper); and so on.

Using the bulldozer/forklift: lure the sciapod to an area of the ship and then distract it while investigators driving the vehicles suddenly ram it overboard or hopefully cause enough damage to severely injure it. Perhaps the bulldozer could be used to drive the monster to a trap, or the forklift could pin it to a wall, enabling others to join the attack.

Using the reefer's cranes: while the cranes cannot be moved, they can still pack a punch if the monster can be lured nearby. Perhaps the investigators could use netting and steel cable (found in the cargo holds) connected to two of the cranes to fashion a trap and hold the monster.

Using CO₂: getting access to the CO₂ room could allow the investigators to jury-rig bottles so that the compressed gas is used to shoot projectiles at the monster (much like an air gun). Note that compressed CO₂ may explode if heated. Likewise, if enough of the gas is released and directed at the sciapod in an enclosed space, it can displace the oxygen enough to asphyxiate the monster. Appropriate skill rolls like **Science (Engineering)** and **Mechanical Repair** are required (at a push, a **Hard Know** roll might suffice if none of the investigators have applicable occupations or backgrounds). They will also need to get the monster into an appropriate space, perhaps by using one of them as bait. Assume concentrated exposure in an enclosed room rigged to fill with CO₂ causes the monster to become agitated and at risk of suffocation: it starts to take damage after 1D6+1 rounds (being agitated, it quickly overexerts itself), suffering 1D6 damage (ignoring armor) per round until it falls unconscious (reduced to half hit points), death, or the creature is able to break free and breath clean air. Just spraying a single bottle of CO₂ at the monster won't cause it any damage, but it might make it back away for a moment at the Keeper's discretion.

INJURED

At which point the sciapod gives up is left to the Keeper. It may decide to fight to the death (it's not particularly intelligent) or, if severely wounded, it may slink off to lick its wounds—at least buying the investigators some time to devise a new plan, repair their yacht, escape in a lifeboat, and so on. Certainly, if the monster suffers the loss of half of its hit points, it will back off and regroup. If badly injured and cornered, the sciapod is likely to become enraged and desperate, lashing out with its full force to escape.

CONCLUSION

There is no prescribed outcome for the scenario. Perhaps the investigators kill the sciapod and then have time to repair the yacht. Maybe they trap it, even though it is likely to break free at some point, perhaps giving them enough time to escape the iceberg using the lifeboat from the reefer, or set themselves adrift on the *Delilah*. Of course, despite inventive planning and heroic actions, the monster might win the day and the investigators become its next meal. If a radio message was sent out early on, then a passing ship or even a rescue team could appear (once the sciapod has been dealt with in some way) to help the investigators depart to safety.

It is suggested, if the investigators survive and depart on lifeboats or are rescued, that the Keeper describes the end scene as follows:

You push off into the dark waters of the North Atlantic. Hopefully, a passing ship will find you soon, although you know in your heart that the chances are slim. Perhaps you can fight off the hunger and thirst and cold, and live to tell the tale. At least, better this than the awful fate of the crew of the *Groenland Tropisch* and your friends who didn't make it.

As you huddle together, desperate for warmth, you look back towards the iceberg and the old reefer. The scene is almost picturesque. Even the wind seems to have calmed down. Then, suddenly, something white moves and shifts, falling from the iceberg into the dark waters with a large splash. You are very tired; your eyes must be playing tricks on you; surely the thing isn't following you...



THE DERELICT

APPENDIX

NON-PLAYER CHARACTERS

YACHT CAPTAIN

STR 60 **CON** 60 **SIZ** 65 **DEX** 60 **INT** 70
APP 55 **POW** 40 **EDU** 65 **SAN** 60 **HP** 12
DB: +1D4 **Build:** 1 **Move:** 7 **MP:** 8

Brawl 30% (15/6), damage 1D3 + 1D4,
or club 1D4 + 1D4
Dodge 30% (15/6)

Skills: Climb 40%, Diving 45%, Electrical Repair 35%, First Aid 70%, Intimidate 45%, Law 30%, Listen 40%, Mechanical Repair 65%, Natural World 55%, Navigate 75%, Operate Heavy Machinery 25%, Pilot (Boat) 80%, Psychology 40%, Science (Engineering) 20%, Spot Hidden 50%, Swim 65%, Throw 40%.

CAPTAIN'S MATE

STR 50 **CON** 70 **SIZ** 55 **DEX** 70 **INT** 70
APP 60 **POW** 45 **EDU** 60 **SAN** 45 **HP** 12
DB: 0 **Build:** 0 **Move:** 8/9 swimming **MP:** 9

Brawl 30% (15/6), damage 1D3 + 1D4,
or knife 1D4 + 1D4
Dodge 35% (17/7)

Skills: Charm 45%, Climb 45%, First Aid 45%, Electrical Repair 70%, Mechanical Repair 55%, Natural World 35%, Navigate 60%, Operate Heavy Machinery 65%, Pilot (Boat) 70%, Science (Engineering) 40%, Spot Hidden 40%, Swim 50%, Throw 50%.

THE SCIAPOD

What first appeared to be a large and irregular, pale stone-like mass, raised its bulk to reveal its form beneath. It's rocky, umbrella-like exterior was, in fact, its huge prehensile foot, splayed out and angled to cover its body like that of some hellish mollusk. Pulling back its foot beneath it, so as to stand upon the fleshy mass, it raised itself up and lurched forward. A monstrous thing comprised of a white muscle mass, which twisted and contorted to form a seemingly upper humanoid shape, with two arms extending into webbed hands and fingers. Atop, rising from its central mass, was a deformed head comprising a gaping maw filled with razor-like teeth and a single luminous green eye.

The sciapod has one huge prehensile webbed foot, which it can use to clutch enemies and crush them. Its upper body is humanoid in appearance, with two arms and webbed hands, and an oddly shaped head containing a single eye, set above a large mouth. Its flesh is pale white, while the underside of its great foot is a stony gray color, acting as a sort of camouflage when its body is hidden beneath the foot, making it look like a large organic lump or a rock.

The monster is normally invisible. Somehow, silver seems to negate its invisibility, rendering it visible to humans who are in contact with silver, be it jewelry or otherwise. Whether any other metals have the same effect is unknown. When it can be seen in light (as well as artificial light and moonlight) its white bulk appears to glitter.

The creature can swim with its foot, propelling itself quite quickly with pulsing kicks in the same manner as a frog. Its prehensile foot provides a means to jump and leap—it is certainly able to leap from water to the deck of boat. When submerged, it must surface for air regularly. On land, it seems to slide along—somewhat in the manner a slug’s motion, but much quicker. The sciapod tends to operate in short bursts of energy, after which it needs rest. Usually, when not seeking prey, it prefers to remain stationary, hidden beneath its giant foot.

Not having vocal chords, the sciapod cannot speak. It attempts no communication with humans, who it views as prey and a food source. It is an intelligent opponent, able to understand human technology as a threat (hence, destroying the communications and ship controls in this scenario), as well as use cunning to hunt its prey. It has experience of dealing with humans, gained from centuries of observation, but when enraged it tends to be driven by instinct; thus, clever humans can outwit it.

The sciapod carries and uses a crystal bow. It is unclear how the bow and its harpoon-like arrows are created or fashioned; perhaps they are a remnant of its race’s technology, or the creature has an inherent ability to fashion the items from their surroundings, using bodily excretions much like an oyster creates a pearl. Obviously, it must be able to create arrows relatively easily, as the sciapod appears to have no problem in leaving spent arrows behind. The bow and arrows are akin to armored glass and are very strong, able to pierce metal. If the bow is examined closely, the bowstring appears to be made of animal sinew (possibly from a deep sea creature or even human sinews). The use of a bow doesn’t mean the sciapod is primitive but rather that it is a resourceful and clever—the crystal bow is a useful weapon for a thing that sometimes travels underwater.

Such creatures have been reported across human history. Pliny the Elder wrote in *Historia Naturalis* (77 CE) about one-legged creatures living in Ethiopia, while the *Mappa Mundi* (1290 CE) shows a sciapod on one side of the world. In fact, many medieval bestiaries

contain creatures with a humanoid upper torso above a single leg and large foot. In some, the creature is sheltering from rain or protecting itself by raising its foot above its prone body. Its name derives from Greek *skia* (shadow) and *pod* (foot).

The monster’s origin is unknown. Perhaps it is a creature of the Mythos (perhaps some strange spawn of Yog-Sothoth), a survivor of an alien race now long since departed, or a single creature fallen to Earth in times past. Some might regard it as relic of a pre-human race, or could it be a mutation or ill-advised elder thing experiment from the dawn of life on Earth?

SCIAPOD, *great footed and hungry thing*

STR 280 CON 240 SIZ 210 DEX 70 INT 50
 APP — POW 40 EDU — SAN — HP 45
 DB: +5D6 Build: 6 Move: 7/9 Swimming MP 8

Combat

Attacks per round: 1 (bite, stomp, clutch and crush, or weapon)

Fighting attacks: the sciapod may suddenly lurch forward to bite, use its foot to stomp an opponent, or use its crystalline bow to shoot a harpoon-like arrow for a ranged attack.

Fighting	60% (30/12), damage 5D6
Clutch & Crush mnvr, held, crush on following round,	damage 5D6
Crystalline bow	50% (25/10), damage 1D8+2D6
Dodge	35% (17/7)

Clutch and Crush (mnvr): the prehensile foot can grasp a victim, preventing movement. The victim may only break free as the result of a successful opposed STR roll. When captured by the foot, the sciapod may crush the victim for 4D6 damage.

Crystalline bow (ranged attack): using its strange bow, the sciapod can shoot a 6-foot long harpoon-like arrow at an opponent. The base range is 40 yards. When hit, the arrow causes 1D8+2D6 damage; if surviving, the victim also feels an intense cold—a further 1 damage is suffered each round thereafter if the crystalline arrow is not removed.

Invisibility: invisibility is negated when the viewer is in contact with silver (jewelry, letter opener, bowl, etc.)

Armor: 5-point skin. Note that silver weapons ignore armor.
Spells: None.

Sanity Loss: 1D4/1D8 Sanity points to see the sciapod.

Modern Era Investigator

Name Ashley May Bethell
 Player _____
 Occupation Actor
 Age 23 Sex Female
 Residence Los Angeles
 Birthplace New York City

Characteristics

STR **45** $\frac{22}{9}$ DEX **65** $\frac{32}{13}$ INT **60** $\frac{30}{12}$
 CON **55** $\frac{27}{11}$ APP **65** $\frac{32}{13}$ POW **55** $\frac{27}{11}$
 SIZ **35** $\frac{17}{7}$ EDU **80** $\frac{40}{16}$ Move Rate **9**



Major Wound **9** MP

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

Temp. Insane **55** Max Insane

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	

HIT POINTS

06	07	08	09	10
11	12	13	14	15
16	17	18	19	20

CALL of CTHULHU

Out of Luck

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49
50	51	52	53	54	55	56
57	58	59	60	61	62	63
64	65	66	67	68	69	70
71	72	73	74	75	76	77
78	79	80	81	82	83	84
85	86	87	88	89	90	91
92	93	94	95	96	97	98
99						

MAGIC POINTS

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

Skills

<input type="checkbox"/> Accounting [05%]	15 $\frac{7}{3}$	<input type="checkbox"/> Elec Repair [10%]	10 $\frac{5}{2}$	<input type="checkbox"/> Language [Own] [EDU]	80 $\frac{40}{16}$	<input type="checkbox"/> Science [01%]	1 $\frac{0}{0}$
<input type="checkbox"/> Anthropology [01%]	1 $\frac{0}{0}$	<input type="checkbox"/> Electronics [01%]	1 $\frac{0}{0}$	<input type="checkbox"/> Law [05%]	15 $\frac{7}{3}$	<input type="checkbox"/>	
<input type="checkbox"/> Appraise [05%]	5 $\frac{2}{1}$	<input checked="" type="checkbox"/> Fast Talk [05%]	20 $\frac{10}{4}$	<input type="checkbox"/> Library Use [20%]	25 $\frac{12}{5}$	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology [01%]	1 $\frac{0}{0}$	<input type="checkbox"/> Fighting [Brawl] [25%]	40 $\frac{20}{8}$	<input type="checkbox"/> Listen [25%]	50 $\frac{25}{10}$	<input type="checkbox"/> Sleight of Hand [10%]	55 $\frac{27}{11}$
<input checked="" type="checkbox"/> Art / Craft [05%] Sing	30 $\frac{15}{6}$	<input type="checkbox"/>		<input type="checkbox"/> Locksmith [01%]	41 $\frac{20}{8}$	<input checked="" type="checkbox"/> Spot Hidden [25%]	50 $\frac{25}{10}$
<input checked="" type="checkbox"/> Acting	30 $\frac{15}{6}$	<input type="checkbox"/>		<input type="checkbox"/> Mech. Repair [10%]	10 $\frac{5}{2}$	<input type="checkbox"/> Stealth [20%]	30 $\frac{15}{6}$
<input type="checkbox"/>		<input type="checkbox"/> Firearms [Handgun] [20%]	40 $\frac{20}{8}$	<input type="checkbox"/> Medicine [01%]	1 $\frac{0}{0}$	<input type="checkbox"/> Survival [10%]	10 $\frac{5}{2}$
<input checked="" type="checkbox"/> Charm [15%]	25 $\frac{12}{5}$	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	25 $\frac{12}{5}$	<input type="checkbox"/> Natural World [10%]	10 $\frac{5}{2}$	<input type="checkbox"/> Swim [20%]	20 $\frac{10}{4}$
<input type="checkbox"/> Climb [20%]	20 $\frac{10}{4}$	<input type="checkbox"/>		<input type="checkbox"/> Navigate [10%]	10 $\frac{5}{2}$	<input type="checkbox"/> Throw [20%]	20 $\frac{10}{4}$
<input type="checkbox"/> Computer Use [05%]	20 $\frac{10}{4}$	<input type="checkbox"/> First Aid [30%]	30 $\frac{15}{6}$	<input type="checkbox"/> Occult [05%]	5 $\frac{2}{1}$	<input type="checkbox"/> Track [10%]	10 $\frac{5}{2}$
Credit Rating [00%]	50 $\frac{25}{10}$	<input type="checkbox"/> History [05%]	5 $\frac{2}{1}$	<input type="checkbox"/> Op. Hv. Machine [01%]	1 $\frac{0}{0}$	<input type="checkbox"/>	
Cthulhu Mythos [00%]		<input type="checkbox"/> Intimidate [15%]	15 $\frac{7}{3}$	<input checked="" type="checkbox"/> Persuade [10%]	25 $\frac{12}{5}$	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Disguise [05%]	15 $\frac{7}{3}$	<input type="checkbox"/> Jump [20%]	20 $\frac{10}{4}$	<input type="checkbox"/> Pilot [01%]	1 $\frac{0}{0}$	<input type="checkbox"/>	
<input type="checkbox"/> Dodge [half DEX]	32 $\frac{16}{6}$	<input type="checkbox"/> Language [Other] [01%]	1 $\frac{0}{0}$	<input checked="" type="checkbox"/> Psychology [10%]	10 $\frac{5}{2}$	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Drive Auto [20%]	20 $\frac{10}{4}$	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis [01%]	21 $\frac{10}{4}$	<input type="checkbox"/>	

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	40	20	8	1d3 + db	-	1	-	-
Knife	40	20	8	1d4+db	-	1	-	-
Glock 17 9mm	40	20	8	1d10	15 yds	1 (3)	17	98

Combat

Damage Bonus **-1**

Build **-1**

Dodge **32** $\frac{16}{6}$



Backstory

Born in poverty, Ashley May's parents were bar owners during the day and criminals (heist specialists) at night. In fact, her mother went into labor after a big score. This heist was well known and Ashley later became known as the Bank Robber Baby in the headlines (although the robbery was actually an Atlantic City Casino). Ashley's mother and father took their share of the robbery and secretly invested that money for her future. She has been living off that money ever since, but not too extravagantly as to draw attention to herself.

Both her parents are now serving time and she visits them often. Jack, her father, has now found God while in prison and promises a life of service to him after he gets out. Her mother has not changed, however.

During her childhood growing up at the bar, Ashley met a stranger named David, who told her to follow her dreams. He saw something special in her and gave her his card with a phone number on it. She still has that card but has never called it. She did follow her dreams - singing and acting. She and a childhood friend, Sam, became one of the best entertainment duet acts at the bar.

Another man named Jacob came to her during her adolescence, and said he was a friend of David's. He had heard that she and Sam had talent and wanted to offer them an opportunity. He talked it over with her parents, and suddenly she and Sam were whisked away to Hollywood. To this day, Ashley is certain Jacob paid her parents a considerable amount of money. After Sam's unexplained disappearance 5 years ago, Jacob also disappeared.

After the disappearance of Sam, Ashley fell into some hard times - the apple not falling far from the tree. She got into some illegal activity and did some acting jobs she never thought she would do. She finally got her break when they decided to do a movie about the robbery before her birth. She got to play her own mother. Her mother did not appreciate her portrayal, though. Since then, things have gotten better.

It even got better since they found Sam. However, something is wrong with Sam and this has bothered Ashley ever since they found her.

Backstory

"The Derelict" Agenda

Charles "Mac" McQuinlan is a friend and one time fling. He likes a good time and Ashley has enjoyed great times on his yacht when visiting him on the East Coast. This apparently is his last voyage on this yacht as he has sold it to a rich investor in Liverpool, England. Ashley suspects that he has fallen on hard times and has had to sell it. He has invited Ashley as well as other friends along for this last voyage. Things have slowed for her, so she accepted. Ashley assumes Mac has invited other rich friends. This could be a great opportunity to make new friends, network, and pick up a few things along the way (things that may not belong to her, perhaps).

Relations

Charles "Mac" B. McQuinlan - An old flame that has resurfaced with an offer to take Ashley boating for a week or so. He would love to reignite that old flame, but Ashley has moved on. Also, she hates the way he calls her "Ash."

Daniel "Danny" von Hollisander - One of Mac's lawyers, Ashley does not know him that well. He seems nice.

Mathew "Dodge" Grantham - One of Mac's famous friends; this guy is an football player and known party animal. He's kind of cute, too.

Dennis McCrane - Someone that works for Mac; he is a quiet, older guy and hard to read. Ashley thinks he is a body guard of some kind.

Elisabeth "Liz" Hill - Ashley has never met this girl, but she seems to be with Dennis. She's much younger than Dennis, so she is not likely a love interest of some kind.

Modern Era Investigator

Name Charles "Mac" McQuinlan
 Player _____
 Occupation Writer, Entrepreneur
 Age 32 Sex M
 Residence New York City
 Birthplace Kingsport, MA

Characteristics

STR **60** ³⁰/₁₂ DEX **65** ³²/₁₃ INT **75** ³⁷/₁₅
 CON **55** ²⁷/₁₁ APP **45** ²²/₉ POW **75** ³⁷/₁₅
 SIZ **55** ²⁷/₁₁ EDU **75** ³⁷/₁₅ Move Rate **9**



Major Wound **11** MP

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	11
	12	13	14
	15	16	17
	18	19	20

Temp. Insane **75** Max Insane 01 02 03 04 05 06 07
 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 **75** 76
 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

LUCK

	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

CALL of CTHULHU

Out of Luck

	01	02	03	04	05	06	07
	08	09	10	11	12	13	14
	15	16	17	18	19	20	21
	22	23	24	25	26	27	28
	29	30	31	32	33	34	35
	36	37	38	39	40	41	42
	43	44	45	46	47	48	49
	50	51	52	53	54	55	56
	57	58	59	60	61	62	63
	64	65	66	67	68	69	70
	71	72	73	74	75	76	77
	78	79	80	81	82	83	84
	85	86	87	88	89	90	91
	92	93	94	95	96	97	98
	99						

15 MP

	00	01	02	03	04
	05	06	07	08	09
	10	11	12	13	14
	15	16	17	18	19
	20	21	22	23	24

Skills

<input type="checkbox"/> Accounting [05%]	5 ² / ₁	<input checked="" type="checkbox"/> Elec Repair [10%]	30 ¹⁵ / ₆	<input type="checkbox"/> Language [Own] [EDU]	75 ³⁷ / ₁₅	<input type="checkbox"/> Science [01%]	1 ⁰ / ₀
<input type="checkbox"/> Anthropology [01%]	1 ⁰ / ₀	<input type="checkbox"/> Electronics [01%]	26 ¹³ / ₅	<input type="checkbox"/> Law [05%]	5 ² / ₁	<input type="checkbox"/>	
<input type="checkbox"/> Appraise [05%]	5 ² / ₁	<input type="checkbox"/> Fast Talk [05%]	5 ² / ₁	<input type="checkbox"/> Library Use [20%]	20 ¹⁰ / ₄	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology [01%]	1 ⁰ / ₀	<input checked="" type="checkbox"/> Fighting [Brawl] [25%]	45 ²² / ₉	<input type="checkbox"/> Listen [25%]	50 ²⁵ / ₁₀	<input type="checkbox"/> Sleight of Hand [10%]	10 ⁵ / ₂
<input type="checkbox"/> Art / Craft [05%]	5 ² / ₁	<input type="checkbox"/>		<input type="checkbox"/> Locksmith [01%]	1 ⁰ / ₀	<input type="checkbox"/> Spot Hidden [25%]	45 ²² / ₉
<input type="checkbox"/>		<input type="checkbox"/>		<input checked="" type="checkbox"/> Mech. Repair [10%]	30 ¹⁵ / ₆	<input type="checkbox"/> Stealth [20%]	20 ¹⁰ / ₄
<input type="checkbox"/>		<input checked="" type="checkbox"/> Firearms [Handgun] [20%]	40 ²⁰ / ₈	<input type="checkbox"/> Medicine [01%]	1 ⁰ / ₀	<input checked="" type="checkbox"/> Survival [10%] Sea	50 ²⁵ / ₁₀
<input type="checkbox"/> Charm [15%]	15 ⁷ / ₃	<input checked="" type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	30 ¹⁵ / ₆	<input type="checkbox"/> Natural World [10%]	25 ¹² / ₅	<input checked="" type="checkbox"/> Swim [20%]	50 ²⁵ / ₁₀
<input type="checkbox"/> Climb [20%]	20 ¹⁰ / ₄	<input type="checkbox"/>		<input checked="" type="checkbox"/> Navigate [10%]	35 ¹⁷ / ₇	<input type="checkbox"/> Throw [20%]	30 ¹⁵ / ₆
<input checked="" type="checkbox"/> Computer Use [05%]	25 ¹² / ₅	<input checked="" type="checkbox"/> First Aid [30%]	35 ¹⁷ / ₇	<input type="checkbox"/> Occult [05%]	5 ² / ₁	<input type="checkbox"/> Track [10%]	35 ¹⁷ / ₇
Credit Rating [00%]	50 ²⁵ / ₁₀	<input type="checkbox"/> History [05%]	5 ² / ₁	<input type="checkbox"/> Op. Hv. Machine [01%]	1 ⁰ / ₀	<input type="checkbox"/>	
Cthulhu Mythos [00%]		<input type="checkbox"/> Intimidate [15%]	15 ⁷ / ₃	<input type="checkbox"/> Persuade [10%]	10 ⁵ / ₂	<input type="checkbox"/>	
<input type="checkbox"/> Disguise [05%]	5 ² / ₁	<input type="checkbox"/> Jump [20%]	20 ¹⁰ / ₄	<input checked="" type="checkbox"/> Pilot [01%] Boat	41 ²⁰ / ₈	<input type="checkbox"/>	
<input type="checkbox"/> Dodge [half DEX]	42 ²¹ / ₈	<input type="checkbox"/> Language [Other] [01%]	1 ⁰ / ₀	<input type="checkbox"/> Psychology [10%]	10 ⁵ / ₂	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto [20%]	20 ¹⁰ / ₄	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis [01%]	1 ⁰ / ₀	<input type="checkbox"/>	

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	45	22	9	1d3 + db	-	1	-	-
Knife	45	22	9	1d4 + db	-	1	-	-
Beretta M9	40	20	8	1d10	15 yds	1 (3)	15	98

Combat

Damage Bonus **none**

Build **0**

Dodge **42** ²¹/₈



Backstory



Personal Description Tall, dark and handsome with a little creepiness on the side.

Traits Mac is a gambler and a risk taker. He also has a dark side if he feels like he is being bullied.

Ideology/Beliefs Staunch realist and atheist. There is nothing supernatural, no gods, no ghosts, no angels. Just humanity and its short life on this earth. Make the best of it.

Injuries & Scars Skull shaped birthmark on his left shoulder, often mistaken for a bad tattoo.

Significant People Mac has a son named William whose mother is a show girl in Las Vegas. He has funneled quite a bit of money to keep it quiet and to make sure the boy has no wants. His biggest fear is to be a disappointment to his son.

Phobias & Manias Mac fears his dark side. From the loss of his father to all the bullying, to some experiences in the Navy - these things have built up in his subconscious.

Meaningful Locations The desolation of the Arctic fascinates Mac. It reminds Mac how lonely life can be and how small and insignificant humanity is. It motivates Mac to strive to be significant.

Arcane Tomes, Spells & Artifacts None

Treasured Possessions Father's silver watch. Mac's father died in a roadside bomb explosion in Iraq when he was young and he holds the watch to have his dad close.

Encounters with Strange Entities

Gear & Possessions

Watch	First Aid Kit
iPhone	Clothing
Laptop	
Sailing Gear	
Fishing Gear	
Notebook	
Charts, Navigation Gear	
Binoculars	
backpack	
Survival Gear	

Cash & Assets

Spending Level 1000

Cash 5000

Assets 500,000

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success: Fumble (100/96+), Fail (>skill), Regular (≤skill), Hard (1/2 skill), Extreme (1/3 skill), Critical (01)

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ 1/2 max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

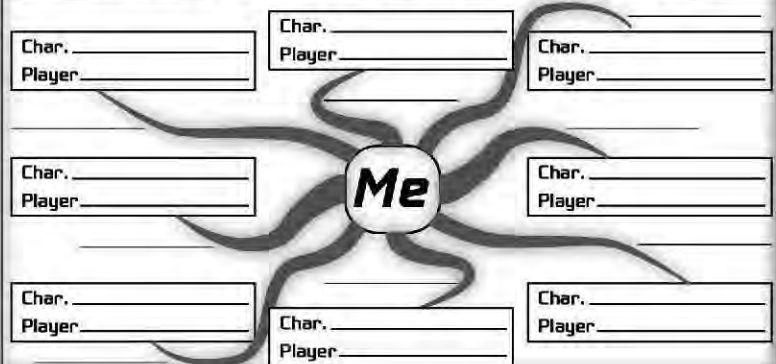
Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

Fellow Investigators



Backstory

Mac's father - Hank "Hurricane" McQuinlan - was a sergeant in the US Army serving in Iraq during Operation Desert Shield when he was killed by a road side bomb. Mac still has his father's watch which he holds dear. His mother worked for the government as an "assistant" to the Army, but he later learned she worked Army Intelligence as an agent.

Living on one income was difficult but he and his mother got by with help from his grand parents. He was bullied quite a bit growing up without dad, which made him an easy target. During his teen years, he met old Noah, a former Navy officer who had a lot of stories to tell. Old Noah helped Mac through the tough years of being bullied and motivated him to rise above it. He taught him about the seas and the secrets it might hold. He told him stories of his time at sea that seemed more fantasy than real. He filled the roll of father for Mac until he died the day Mac went off to the Navy.

Serving in the Navy, Mac travelled quite a bit but he never forgot Noah's stories. After his term, he began to write, mixing his stories with Noah's into a series of books that made him rich. In a short time, he had a 95-foot yacht and a mansion. However, not all is well now. The ideas and inspiration have left him and money is running out too fast.

Backstory

"The Derelict" Agenda

In truth, Mac is selling his yacht, but that was not supposed to happen until the end of the year. He changed the time table because of something he received from his mother. Knowing that he was struggling (and not willing to lose the small stipend she receives from her son), she fed him information about a lost reefer ship (refrigerated freighter) in the North Atlantic. Salvage rights would fall to him if he found it and the money would help get him back on his feet. Who knows, maybe he won't need to sell his yacht!

She did make a point to say that there is a safe in the Captain's Quarters that he needs to check out.

Relations:

Daniel "Danny" von Hollisander - One of Mac's lawyers, a little too spiritual for Mac's tastes, but Danny is trustworthy. He is also a former cop.

Ashley May Bethell - Actress, Ash was an old flame at one time - a short fling, really. Mac would love to reignite that old flame but she is not very receptive of it. Small things tend to disappear around her, for some odd reason, and Mac finds it entertaining to see what disappears next.

Mathew "Dodge" Grantham - One of Mac's good friends. He goes by Dodge or Matt, depending on how drunk he is. Dodge is a football player and known party animal, as well as a ladies man. He played for a football team that Mac has investments in. Mac's mom took an interest in Dodge and asked Mac to watch over him. Mac used diving and boating to help Dodge get out of drugs and partying, putting his focus back on athletics. Mac offered additional help by loaning him some money - a large sum of money - which is now quite overdue. Mac also gave him a prized possession - a signed football from Super Bowl 1.

Dennis McCrane- Dennis is a security expert that Mac has consulted with before. At times, he has acted as body guard as well as troubleshooter for various personnel issues Mac has had. He had a reason to go to Liverpool, so Mac invited him. He is a mysterious and quiet man that has a lot of experience with "security issues." Rumor has it he was a government agent for the UK at one time.

Elizabeth Hill - Mac knows nothing of Liz except she is a daughter of a personal friend of Dennis. She is from a rich Brit family and was trying her hand at dancing in the US. Daddy apparently wanted her back home.

Modern Era Investigator

Name Daniel von Hollisander
 Player _____
 Occupation Former Cop/Lawyer
 Age 36 Sex M
 Residence New York City
 Birthplace Providence, RI

Characteristics

STR **55** ²⁷/₁₁ DEX **65** ³²/₁₃ INT **85** ⁴²/₁₇
 CON **55** ²⁷/₁₁ APP **70** ³⁵/₁₄ POW **30** ¹⁵/₆
 SIZ **45** ²²/₉ EDU **70** ³⁵/₁₄ Move Rate **9** ⁺/₋



Major Wound **10** IP

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	11
	12	13	14
	15	16	17
	18	19	20

Temp. Insane **30** Max Insane

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49
50	51	52	53	54	55	56
57	58	59	60	61	62	63
64	65	66	67	68	69	70
71	72	73	74	75	76	77
78	79	80	81	82	83	84
85	86	87	88	89	90	91
92	93	94	95	96	97	98
99						

LUCK

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54
55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	
78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99		

CALL of CTHULHU **6** IP

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49
50	51	52	53	54	55	56
57	58	59	60	61	62	63
64	65	66	67	68	69	70
71	72	73	74	75	76	77
78	79	80	81	82	83	84
85	86	87	88	89	90	91
92	93	94	95	96	97	98
99						

Skills

<input type="checkbox"/> Accounting [05%]	5 ² / ₁	<input type="checkbox"/> Elec Repair [10%]	10 ⁵ / ₂	<input type="checkbox"/> Language [Own] [EDU]		<input type="checkbox"/> Science [01%]	1 ⁰ / ₀
<input type="checkbox"/> Anthropology [01%]	1 ⁰ / ₀	<input type="checkbox"/> Electronics [01%]	1 ⁰ / ₀	<input checked="" type="checkbox"/> Law [05%]	55 ²⁷ / ₁₁	<input type="checkbox"/>	
<input type="checkbox"/> Appraise [05%]	5 ² / ₁	<input checked="" type="checkbox"/> Fast Talk [05%]	35 ¹⁷ / ₇	<input type="checkbox"/> Library Use [20%]	40 ²⁰ / ₈	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology [01%]	1 ⁰ / ₀	<input checked="" type="checkbox"/> Fighting [Brawl] [25%]	55 ²⁷ / ₁₁	<input checked="" type="checkbox"/> Listen [25%]	45 ²² / ₉	<input type="checkbox"/> Sleight of Hand [10%]	10 ⁵ / ₂
<input checked="" type="checkbox"/> Art / Craft [05%] Acting	25 ¹² / ₅	<input type="checkbox"/>		<input type="checkbox"/> Locksmith [01%]	1 ⁰ / ₀	<input checked="" type="checkbox"/> Spot Hidden [25%]	55 ²⁷ / ₁₁
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Mech. Repair [10%]	10 ⁵ / ₂	<input type="checkbox"/> Stealth [20%]	40 ²⁰ / ₈
<input type="checkbox"/>		<input checked="" type="checkbox"/> Firearms [Handgun] [20%]	55 ²⁷ / ₁₁	<input type="checkbox"/> Medicine [01%]	1 ⁰ / ₀	<input type="checkbox"/> Survival [10%]	10 ⁵ / ₂
<input type="checkbox"/> Charm [15%]	35 ¹⁷ / ₇	<input checked="" type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	35 ¹⁷ / ₇	<input type="checkbox"/> Natural World [10%]	10 ⁵ / ₂	<input type="checkbox"/> Swim [20%]	20 ¹⁰ / ₄
<input type="checkbox"/> Climb [20%]	20 ¹⁰ / ₄	<input type="checkbox"/>		<input type="checkbox"/> Navigate [10%]	10 ⁵ / ₂	<input type="checkbox"/> Throw [20%]	30 ¹⁵ / ₆
<input type="checkbox"/> Computer Use [05%]	25 ¹² / ₅	<input type="checkbox"/> First Aid [30%]	40 ²⁰ / ₈	<input type="checkbox"/> Occult [05%]	5 ² / ₁	<input type="checkbox"/> Track [10%]	10 ⁵ / ₂
Credit Rating [00%]	30 ¹⁵ / ₆	<input type="checkbox"/> History [05%]	25 ¹² / ₅	<input type="checkbox"/> Op. Hv. Machine [01%]	1 ⁰ / ₀	<input type="checkbox"/> Diving	10 ⁵ / ₂
Cthulhu Mythos [00%]		<input type="checkbox"/> Intimidate [15%]	25 ¹² / ₅	<input type="checkbox"/> Persuade [10%]	10 ⁵ / ₂	<input type="checkbox"/>	
<input type="checkbox"/> Disguise [05%]	5 ² / ₁	<input type="checkbox"/> Jump [20%]	20 ¹⁰ / ₄	<input type="checkbox"/> Pilot [01%]	1 ⁰ / ₀	<input type="checkbox"/>	
<input type="checkbox"/> Dodge [half DEX]	32 ¹⁶ / ₆	<input type="checkbox"/> Language [Other] [01%]	1 ⁰ / ₀	<input checked="" type="checkbox"/> Psychology [10%]	25 ¹² / ₅	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto [20%]	20 ¹⁰ / ₄	<input type="checkbox"/>		<input checked="" type="checkbox"/> Psychoanalysis [01%]	31 ¹⁵ / ₆	<input type="checkbox"/>	

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	55	27	11	1d3 + db	-	1	-	-
Knife	55	27	11	1d4 + db	-	1	-	-
.357 Revolver	55	27	11	1d8+1d4	15 yds	1 (3)	6	100

Combat

Damage Bonus **none**

Build **0**

Dodge **32** ¹⁶/₆



Backstory

Danny's father, Armel, was a detective in the Providence PD until the birth of his first and only child, Daniel. The week before Daniel was born, Armel was championing his cause to root out all corruption within the department, only to be framed for a regulations infringement. Armel had enough friends to save his job but he was demoted to beat cop until his death.

Danny's mother was a homemaker all her life until the car wreck that took her husband's life and nearly hers as well. She was permanently disabled afterwards and Daniel cared for her until she died a year after the wreck of mysterious causes. The cause of the wreck was never found.

Danny grew up fast. His uncle (his father's brother), who was a lawyer, played a large role in his life. During his childhood, he also became close with a neighbor, a boy named Zane. He grew to be like a brother to him. It was during his childhood after he met Zane that he had a dream he would never forget. In the dream, a great cloud formed over the city and a great inhuman hand reach down, grabbing a bunch of people, including Zane. Zane later died of leukemia and his mother said the hand of God came to take him home. This disturbed Danny. This vivid experience lead Danny to believe in more than just what we see, and he attends church as often as he can.

During his adolescence, Danny learned more about his father and his crusade against corruption. This drove Danny to work for his uncle day and night, learning the law. His goal was to become a cop and eventually a detective. He accomplished this in surprising fashion only to find out he was going about it the wrong way. He turned his attention to becoming a lawyer and made plans to take over his uncle's practice when he retired.

Working as a lawyer is tedious at times. He doesn't always work the cases he wants and doesn't always work with the people he wants, but he feels he is doing his mother and father justice by "taking down the bad guys" in whatever way he can.

Backstory

"The Derelict" Agenda

Mac McQuinlan is one of those clients Danny takes on just to pay the bills. He is not one of the bad guys and doesn't seem to be connected to them, but he has money, which helps. Mac has fallen on hard times, as he hasn't written a new book in over a year. Money is drying up. He has to sell his yacht but Danny was surprised when Mac chose to move up the schedule for the sale of the yacht. It could have waited until the end of the year. The client was eager, so Danny has accompanied Mac on this sale to help finalize it. A long cruise across the North Atlantic adds to the appeal.

Relations:

Charles "Mac" B. McQuinlan - Client but also a friend. He likes to party but also has a dark and intelligent side that Danny respects and, at times, fears.

Ashley May Bethell - Actress, Ash was one of Mac's old flames at one time. Mac would love to reignite that old flame but she is not very receptive of it.

Mathew "Dodge" Grantham - Dodge is a football player and known party animal. Danny is not sure why Mac took him under his wing but he did. Danny sees him as dangerous and a liability. Danny knows that Mac loaned him quite a bit of money.

Dennis McCrane - Dennis has worked for Mac in the past as body guard and general troubleshooter. He is a very secretive person and one that quite clearly does not trust easy. He is always "packing the heat," so he could be dangerous in the wrong situation. He seems like the old mob thugs from back in Providence but with more style and calmness about him. He definitely has some kind of experience but Danny is not sure what kind.

Elisabeth "Liz" Hill - Cute, young, rich girl from the UK that Dennis brought along. Not sure who she is outside of that.

Modern Era Investigator

Name Dennis McCrane
 Player _____
 Occupation Private Security Con.
 Age 42 Sex M
 Residence New York City, NY
 Birthplace London, England

Characteristics

STR **50** ²⁵/₁₀ DEX **40** ²⁰/₈ INT **85** ⁴²/₁₇
 CON **45** ²²/₉ APP **50** ²⁵/₁₀ POW **45** ²²/₉
 SIZ **65** ³²/₁₃ EDU **85** ⁴²/₁₇ Move Rate **6**



Major Wound **11** MP

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	11
	12	13	14
	15	16	17
	18	19	20

Temp. Insane **45** Max Insane 01 02 03 04 05 06 07
 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 **45** 46 47 48 49 50 51 52 53
 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

LUCK

	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Sanity **9** MP

	00	01	02	03	04
	05	06	07	08	09
	10	11	12	13	14
	15	16	17	18	19
	20	21	22	23	24

CALL of CTHULHU

Out of Luck

	01	02	03	04	05	06	07
	08	09	10	11	12	13	14
	15	16	17	18	19	20	21
	22	23	24	25	26	27	28
	29	30	31	32	33	34	35
	36	37	38	39	40	41	42
	43	44	45	46	47	48	49
	50	51	52	53	54	55	56
	57	58	59	60	61	62	63
	64	65	66	67	68	69	70
	71	72	73	74	75	76	77
	78	79	80	81	82	83	84
	85	86	87	88	89	90	91
	92	93	94	95	96	97	98
	99						

Skills

<input type="checkbox"/> Accounting [05%]	5 ² / ₁	<input type="checkbox"/> Elec Repair [10%]	10 ⁵ / ₂	<input type="checkbox"/> Language [Own] [EDU]	85 ⁴² / ₁₇	<input type="checkbox"/> Science [01%]	1 ⁰ / ₀
<input type="checkbox"/> Anthropology [01%]	1 ⁰ / ₀	<input type="checkbox"/> Electronics [01%]	1 ⁰ / ₀	<input checked="" type="checkbox"/> Law [05%]	30 ¹⁵ / ₆	<input type="checkbox"/>	
<input type="checkbox"/> Appraise [05%]	5 ² / ₁	<input type="checkbox"/> Fast Talk [05%]	35 ¹⁷ / ₇	<input type="checkbox"/> Library Use [20%]	20 ¹⁰ / ₄	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology [01%]	1 ⁰ / ₀	<input checked="" type="checkbox"/> Fighting [Brawl] [25%]	65 ³² / ₁₃	<input type="checkbox"/> Listen [25%]	25 ¹² / ₅	<input type="checkbox"/> Sleight of Hand [10%]	10 ⁵ / ₂
<input type="checkbox"/> Art / Craft [05%]	5 ² / ₁	<input type="checkbox"/>		<input checked="" type="checkbox"/> Locksmith [01%]	31 ¹⁵ / ₆	<input checked="" type="checkbox"/> Spot Hidden [25%]	50 ²⁵ / ₁₀
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Mech. Repair [10%]	10 ⁵ / ₂	<input checked="" type="checkbox"/> Stealth [20%]	60 ³⁰ / ₁₂
<input type="checkbox"/>		<input checked="" type="checkbox"/> Firearms [Handgun] [20%]	60 ³⁰ / ₁₂	<input type="checkbox"/> Medicine [01%]	1 ⁰ / ₀	<input type="checkbox"/> Survival [10%]	10 ⁵ / ₂
<input type="checkbox"/> Charm [15%]	15 ⁷ / ₃	<input checked="" type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	50 ²⁵ / ₁₀	<input type="checkbox"/> Natural World [10%]	10 ⁵ / ₂	<input type="checkbox"/> Swim [20%]	40 ²⁰ / ₈
<input type="checkbox"/> Climb [20%]	20 ¹⁰ / ₄	<input type="checkbox"/>		<input type="checkbox"/> Navigate [10%]	40 ²⁰ / ₈	<input type="checkbox"/> Throw [20%]	20 ¹⁰ / ₄
<input type="checkbox"/> Computer Use [05%]	25 ¹² / ₅	<input type="checkbox"/> First Aid [30%]	40 ²⁰ / ₈	<input type="checkbox"/> Occult [05%]	5 ² / ₁	<input type="checkbox"/> Track [10%]	30 ¹⁵ / ₆
Credit Rating [00%]	40 ²⁰ / ₈	<input type="checkbox"/> History [05%]	5 ² / ₁	<input type="checkbox"/> Op. Hv. Machine [01%]	1 ⁰ / ₀	<input type="checkbox"/>	
Cthulhu Mythos [00%]		<input type="checkbox"/> Intimidate [15%]	15 ⁷ / ₃	<input checked="" type="checkbox"/> Persuade [10%]	30 ¹⁵ / ₆	<input type="checkbox"/>	
<input type="checkbox"/> Disguise [05%]	5 ² / ₁	<input type="checkbox"/> Jump [20%]	20 ¹⁰ / ₄	<input type="checkbox"/> Pilot [01%] Boat	41 ²⁰ / ₈	<input type="checkbox"/>	
<input type="checkbox"/> Dodge [half DEX]	20 ¹⁰ / ₄	<input type="checkbox"/> Language [Other] [01%]	1 ⁰ / ₀	<input type="checkbox"/> Psychology [10%]	10 ⁵ / ₂	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Drive Auto [20%]	40 ²⁰ / ₈	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis [01%]	36 ¹⁸ / ₇	<input type="checkbox"/>	

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	65	32	13	1d3 + db	-	1	-	-
.45 Automatic	60	30	12	1d10+2	15	1 (3)	7	100
cricket bat								

Combat

Damage Bonus **none**

Build **0**

Dodge **20** ¹⁰/₄



Backstory

Death and secrets have always been a part of Dennis's life. Dennis knows very little about where he came from or how his adoptive parents came upon him, but they did tell him that they were not his biological parents. What he does know is sketchy information that his parents left behind after their death.

His adoptive parents were a writer and rare book collector (father) and zoologist (mother). His mother specialized in cryptozoology as well as rare and exotic animals. His father was a somewhat eccentric and learned fellow. Neither were all that wealthy, but Dennis always had the money he needed. He learned later that his parents had access to an unknown fund in Dennis's name to support him.

During his childhood he was haunted by dreams and nightmares depicting places not of this Earth. In these dreams he saw a birth during a natural disaster in which hundreds of people were killed. He also saw the faces of his parents rescuing the child from this disaster. This started his quest to learn more about his birth.

After his parents' death, he investigated into his birth and found among his parents' belongings a locked book as well as a locked box with his initials on them. These two items have not been opened and remain hidden in a safe in London in a safe deposit box. Also among their things is evidence that he had an identical twin that he never knew.

He had a normal childhood as well as adolescence. Being recruited into MI6 early in his career was a surprise but he embraced the training like it was second nature. He worked in the field for several years until he found out that MI6 was hiding information on his own background. He tried to covertly obtain that information but was discovered and released from duty. They continued to watch him day-in and day-out, so Dennis chose to move to the US, where he could at least own a gun legally and do something about it.

He longs to return to the UK and dig deeper into his past.

Backstory

"The Derelict" Agenda

Dennis is on this voyage for two reasons. First, he was invited. He would have turned it down, but the second reason came up and gave him an excuse to enjoy a voyage along the North Atlantic. An old Navy buddy from the UK has requested that he personally escort their young daughter Liz from the US to Liverpool where they can pick her up and take her home. Dennis owed this buddy. He hunted Liz down and she only resisted a little.

Relations

Charles "Mac" B. McQuinlan - Client but also a friend. He likes to party but also has a dark and intelligent side that Danny respects and, at times, fears.

Ashley May Bethell - Actress, Ash was one of Mac's old flames at one time. Mac would love to reignite that old flame but Ashley is not very receptive of it.

Mathew "Dodge" Grantham - Dodge is a football player and known party animal. Matt/Dodge owes Mac a considerable amount of money.

Daniel "Danny" von Hollisander - One of Mac's lawyers and is also a former cop from Providence. Tried to take on the local mob single-handedly as a cop, which is what got his dad killed. However, Dennis does not share that he knows that information or how he came about it.

Elisabeth "Liz" Hill - Cute, young, rich girl from the UK. She is the daughter of an old Navy buddy. Her dad asked Dennis to find her, and provide her with passage to home in the UK whether she wants it or not.

Modern Era Investigator

Name Elisabeth "Liz" Hill
 Player _____
 Occupation Dilettante
 Age 25 Sex F
 Residence New York City, NY
 Birthplace Liverpool, UK

Characteristics

STR 55 ²⁷/₁₁ DEX 80 ⁴⁰/₁₆ INT 80 ⁴⁰/₁₆
 CON 50 ²⁵/₁₀ APP 60 ³⁰/₁₂ POW 60 ³⁰/₁₂
 SIZ 40 ²⁰/₈ EDU 75 ³⁷/₁₅ Move Rate 9



Major Wound **9** MP

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

Temp. Insane **60** Max Insane

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49
50	51	52	53	54	55	56
57	58	59	60	61	62	63
64	65	66	67	68	69	70
71	72	73	74	75	76	77
78	79	80	81	82	83	84
85	86	87	88	89	90	91
92	93	94	95	96	97	98
99						

Out of Luck

01	02	03	04	05	06	07
08	09	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49
50	51	52	53	54	55	56
57	58	59	60	61	62	63
64	65	66	67	68	69	70
71	72	73	74	75	76	77
78	79	80	81	82	83	84
85	86	87	88	89	90	91
92	93	94	95	96	97	98
99						

12 MP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

CALL of CTHULHU

Skills

<input type="checkbox"/> Accounting [05%]	5 ² / ₁	<input type="checkbox"/> Elec Repair [10%]	10 ⁵ / ₂	<input type="checkbox"/> Language [Own] [EDU]	75 ³⁷ / ₁₅	<input type="checkbox"/> Science [01%]	1 ⁰ / ₀
<input type="checkbox"/> Anthropology [01%]	1 ⁰ / ₀	<input checked="" type="checkbox"/> Electronics [01%]	26 ¹³ / ₅	<input type="checkbox"/> Law [05%]	5 ² / ₁	<input type="checkbox"/>	
<input type="checkbox"/> Appraise [05%]	5 ² / ₁	<input type="checkbox"/> Fast Talk [05%]	5 ² / ₁	<input type="checkbox"/> Library Use [20%]	30 ¹⁵ / ₆	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology [01%]	1 ⁰ / ₀	<input type="checkbox"/> Fighting [Brawl] [25%]	25 ¹² / ₅	<input type="checkbox"/> Listen [25%]	45 ²² / ₉	<input type="checkbox"/> Sleight of Hand [10%]	30 ¹⁵ / ₆
<input checked="" type="checkbox"/> Art / Craft [05%] Dancer	25 ¹² / ₅	<input type="checkbox"/>		<input type="checkbox"/> Locksmith [01%]	31 ¹⁵ / ₆	<input type="checkbox"/> Spot Hidden [25%]	45 ²² / ₉
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Mech. Repair [10%]	10 ⁵ / ₂	<input type="checkbox"/> Stealth [20%]	40 ²⁰ / ₈
<input type="checkbox"/>		<input checked="" type="checkbox"/> Firearms [Handgun] [20%]	50 ²⁵ / ₁₀	<input type="checkbox"/> Medicine [01%]	1 ⁰ / ₀	<input type="checkbox"/> Survival [10%]	
<input checked="" type="checkbox"/> Charm [15%]	55 ²⁷ / ₁₁	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	25 ¹² / ₅	<input type="checkbox"/> Natural World [10%]	10 ⁵ / ₂	<input type="checkbox"/> Swim [20%]	35 ¹⁷ / ₇
<input type="checkbox"/> Climb [20%]	20 ¹⁰ / ₄	<input type="checkbox"/>		<input type="checkbox"/> Navigate [10%]	10 ⁵ / ₂	<input type="checkbox"/> Throw [20%]	20 ¹⁰ / ₄
<input checked="" type="checkbox"/> Computer Use [05%]	35 ¹⁷ / ₇	<input type="checkbox"/> First Aid [30%]	30 ¹⁵ / ₆	<input type="checkbox"/> Occult [05%]	10 ⁵ / ₂	<input type="checkbox"/> Track [10%]	10 ⁵ / ₂
Credit Rating [00%]	50 ²⁵ / ₁₀	<input type="checkbox"/> History [05%]	5 ² / ₁	<input type="checkbox"/> Op. Hv. Machine [01%]	1 ⁰ / ₀	<input type="checkbox"/>	
Cthulhu Mythos [00%]		<input type="checkbox"/> Intimidate [15%]	15 ⁷ / ₃	<input checked="" type="checkbox"/> Persuade [10%]	50 ²⁵ / ₁₀	<input type="checkbox"/>	
<input type="checkbox"/> Disguise [05%]	5 ² / ₁	<input type="checkbox"/> Jump [20%]	20 ¹⁰ / ₄	<input type="checkbox"/> Pilot [01%]	1 ⁰ / ₀	<input type="checkbox"/>	
<input type="checkbox"/> Dodge [half DEX]	40 ²⁰ / ₈	<input checked="" type="checkbox"/> Language [Other] [01%] German	21 ¹⁰ / ₄	<input type="checkbox"/> Psychology [10%]	10 ⁵ / ₂	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Drive Auto [20%]	45 ²² / ₉	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis [01%]	11 ⁵ / ₂	<input type="checkbox"/>	

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Knife				1d4+db				

Combat

Damage Bonus **none**
 Build **0**
 Dodge **40** ²⁰/₈



Backstory

Born in the UK to a military family, Elizabeth "Liz" Hill's father was in the UK Navy and her mother was heavily involved in the fashion scene. In fact, it was around the time of Liz's birth that her mother's fashion line became a huge success. They went from an average income family to extremely wealthy in a matter of a year.

Liz was born with a congenital heart defect that would have killed her at birth if her family had not come upon the wealth they did. Liz spent much of her early years surrounded by doctors. With all that was going on, she saw her nanny more than her mother and father. She eventually received a heart transplant and made a miraculous recovery soon after.

Liz was born third of 5 children, who all grew up very close. The youngest child, brother Tyler, was born with MD. Liz became his caretaker through his childhood until she left for college. It broke her heart to leave him but she had a promising dance career ahead of her.

When she was an adolescent, she took a field trip to a local asylum hospital as part of a requirement for a class. She was tasked to interview an inmate, and this inmate was selected for her. Her name was Maryam Foreman. She told of harrowing stories of other dimensions she could travel to in her dreams, horrible creatures that should not exist and horrible acts performed by strange beings. Liz learned more from this woman than she ever wanted to. There was one phrase that stuck out that she never forgot -

"I felt myself on the edge of the world; peering over the rim into a fathomless chaos of eternal night."

She heard that phrase again one night while in New York City recently. While walking home one day, she attempted to help a homeless with some food. He grabbed her and stared deep into her eyes. He said the same sentence she had heard from the inmate at the asylum. He said it with such ferocity that it shook her to the bone.

Liz moved to New York recently to pursue a dance career. That has not gone as well as she had hoped, but she has her stipend from home to keep her going.

Backstory

"The Derelict" Agenda

Liz's parents have hired an errand boy - Dennis - to take her home to England. She was not entirely ready to leave, but the dance opportunities for her were drying up. She was becoming a money pit, according to her parents.

Relations

Charles "Mac" B. McQuinlan - The only things Liz knows about this guy is that he owns the boat, he is rich and he's a writer.

Ashley May Bethell - Ashley is an actress and one you actually recognize. Liz would love to get to know her.

Mathew "Dodge" Grantham - Dodge is a football player and known party animal. He's kind of cute too.

Daniel "Danny" von Hollisander - Liz does not know him, but he appears like a stuffed shirt. He's probably a lawyer or something.

Dennis McCrane- Dennis is daddy's lapdog that was sent after Liz to take her home, whether she wants to go home or not. He's cold and mean. He reminds Liz too much of her own father.

Modern Era Investigator

Name Mathew "Dodge" Grantham
 Player _____
 Occupation Athlete, Diver
 Age 24 Sex M
 Residence New York City, NY
 Birthplace Galway Ireland

Characteristics

STR **85** $\frac{42}{17}$ DEX **55** $\frac{27}{11}$ INT **30** $\frac{15}{6}$
 CON **55** $\frac{27}{11}$ APP **30** $\frac{15}{6}$ POW **80** $\frac{40}{16}$
 SIZ **45** $\frac{22}{9}$ EDU **75** $\frac{37}{15}$ Move Rate **9**



Major Wound **10** IP

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

Temp. Insane **80** Max Insane 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

LUCK

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

16 IP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

CALL of CTHULHU

Skills

<input type="checkbox"/> Accounting [05%]	5 $\frac{2}{1}$	<input type="checkbox"/> Elec Repair [10%]	10 $\frac{5}{2}$	<input type="checkbox"/> Language [Own] [EDU]	75 $\frac{37}{15}$	<input type="checkbox"/> Science [01%]	1 $\frac{0}{0}$
<input type="checkbox"/> Anthropology [01%]	1 $\frac{0}{0}$	<input type="checkbox"/> Electronics [01%]	1 $\frac{0}{0}$	<input type="checkbox"/> Law [05%]	5 $\frac{2}{1}$	<input type="checkbox"/>	
<input type="checkbox"/> Appraise [05%]	5 $\frac{2}{1}$	<input type="checkbox"/> Fast Talk [05%]	5 $\frac{2}{1}$	<input type="checkbox"/> Library Use [20%]	20 $\frac{10}{4}$	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology [01%]	1 $\frac{0}{0}$	<input checked="" type="checkbox"/> Fighting [Brawl] [25%]	55 $\frac{27}{11}$	<input type="checkbox"/> Listen [25%]	25 $\frac{12}{5}$	<input type="checkbox"/> Sleight of Hand [10%]	10 $\frac{5}{2}$
<input type="checkbox"/> Art / Craft [05%]	5 $\frac{2}{1}$	<input type="checkbox"/>		<input type="checkbox"/> Locksmith [01%]	1 $\frac{0}{0}$	<input checked="" type="checkbox"/> Spot Hidden [25%]	55 $\frac{27}{11}$
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Mech. Repair [10%]	10 $\frac{5}{2}$	<input checked="" type="checkbox"/> Stealth [20%]	40 $\frac{20}{8}$
<input type="checkbox"/>		<input checked="" type="checkbox"/> Firearms [Handgun] [20%]	30 $\frac{15}{6}$	<input type="checkbox"/> Medicine [01%]	1 $\frac{0}{0}$	<input type="checkbox"/> Survival [10%]	10 $\frac{5}{2}$
<input type="checkbox"/> Charm [15%]	15 $\frac{7}{3}$	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	25 $\frac{12}{5}$	<input type="checkbox"/> Natural World [10%]	30 $\frac{15}{6}$	<input checked="" type="checkbox"/> Swim [20%]	45 $\frac{22}{9}$
<input checked="" type="checkbox"/> Climb [20%]	50 $\frac{25}{10}$	<input type="checkbox"/>		<input type="checkbox"/> Navigate [10%]	10 $\frac{5}{2}$	<input checked="" type="checkbox"/> Throw [20%]	50 $\frac{25}{10}$
<input checked="" type="checkbox"/> Computer Use [05%]	5 $\frac{2}{1}$	<input checked="" type="checkbox"/> First Aid [30%]	55 $\frac{27}{11}$	<input type="checkbox"/> Occult [05%]	5 $\frac{2}{1}$	<input type="checkbox"/> Track [10%]	10 $\frac{5}{2}$
Credit Rating [00%]	50 $\frac{25}{10}$	<input type="checkbox"/> History [05%]	5 $\frac{2}{1}$	<input type="checkbox"/> Op. Hv. Machine [01%]	1 $\frac{0}{0}$	<input type="checkbox"/> Diving	30 $\frac{15}{6}$
Cthulhu Mythos [00%]		<input type="checkbox"/> Intimidate [15%]	15 $\frac{7}{3}$	<input type="checkbox"/> Persuade [10%]	10 $\frac{5}{2}$	<input type="checkbox"/>	
<input type="checkbox"/> Disguise [05%]	5 $\frac{2}{1}$	<input checked="" type="checkbox"/> Jump [20%]	50 $\frac{25}{10}$	<input type="checkbox"/> Pilot [01%]	1 $\frac{0}{0}$	<input type="checkbox"/>	
<input checked="" type="checkbox"/> Dodge [half DEX]	57 $\frac{28}{11}$	<input type="checkbox"/> Language [Other] [01%]	1 $\frac{0}{0}$	<input type="checkbox"/> Psychology [10%]	10 $\frac{5}{2}$	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto [20%]	20 $\frac{10}{4}$	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis [01%]	1 $\frac{0}{0}$	<input type="checkbox"/>	

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	55	27	11	1d3 + db	-	1	-	-
Knife	55	27	11	1d4 + db	-	1	-	-

Combat

Damage Bonus **+1d4**

Build **+1**

Dodge **57** $\frac{28}{11}$



Backstory

Matthew grew up in a wealthy family in Ireland. His mother worked for the government and did not talk about it much, while his father was an officer in the Irish Naval Service. Matthew was athletic at an early age, showing strong talents in swimming and soccer. It was also at an early age, that everything changed.

His parents uprooted their entire family of 3 and moved to the US - Boston, Massachusetts to be precise. There, they had 3 more children but only Matthew knows that his mother and father changed their names after moving. Grantham is the new identity the family adopted after moving and Matthew never was told why the change was needed. Young enough that it had little effect, Matthew adapted to his new home and new identity as an American.

Athletics became his life. Soccer was not as popular in his new home, so he pursued the next best thing - football. His skills as a kicker and a receiver became well-known in his early life. He was also a diving champion and skilled scuba diver. At the same time, his Catholic faith became an important thing in his life. He attended church regularly and many of his friends were from church groups. Every game he played in college, he had a special prayer he recited and still wears a gold cross around his neck.

From adolescence and through adulthood, Matt was also known as a lady's man. During his time at Boston College as an award winning athlete, according to him, "women threw themselves at me." He enjoyed the life of a star athlete during and after college. But like many lives at this level, Matt headed down a hard road of addiction and performance-enhancing drugs.

Charles "Mac" McQuinlan, writer and entrepreneur, rescued Matt from this hole before it was too late. An investor in Matt's team, Mac was also a fan that wanted to see Matt do well. Taking him out on his boat a lot, Matt found ways to center himself. The ocean help Matt focus on what was important and cleanse him of the addictions and need for PEDs.

Backstory

"The Derelict" Agenda

Secretly, Matt has been pursuing an investigation into his parents and why they moved so suddenly. He has not told anyone, especially his siblings. His investigations have lead to a contact in the UK, who has agreed to meet him in Liverpool. This is as close to an answer Matt has gotten to in years, so the anticipation has grown to an obsession. Getting to Liverpool is now the most important thing in life.

Relations:

Charles "Mac" B. McQuinlan - One of the rich investors into Matt's football team, he helped when things were really bad. He loaned Matt a considerable amount of money to help him get out of some trouble. He likes to party but also has a dark and intelligent side that Matt respects and, at times, fears.

Ashley May Bethell - Actress, she was one of Mac's old flames at one time. Mac would love to reignite that old flame but she is not very receptive of it. She is pretty hot, though.

Daniel "Danny" von Hollisander - One of Mac's lawyers. He is also a former cop. He knows about the money loan and may be the person to collect on it.

Dennis McCrane - A Irish thug that Mac hires to do work for him - bodyguard and security work. Matt has seen him in passing but never made an effort to get to know him. He seems quiet and brutish.

Elisabeth "Liz" Hill - She is a young girl accompanying Mr. McCrane. Never met her before. She's hot, though.

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CALL of CTHULHU

