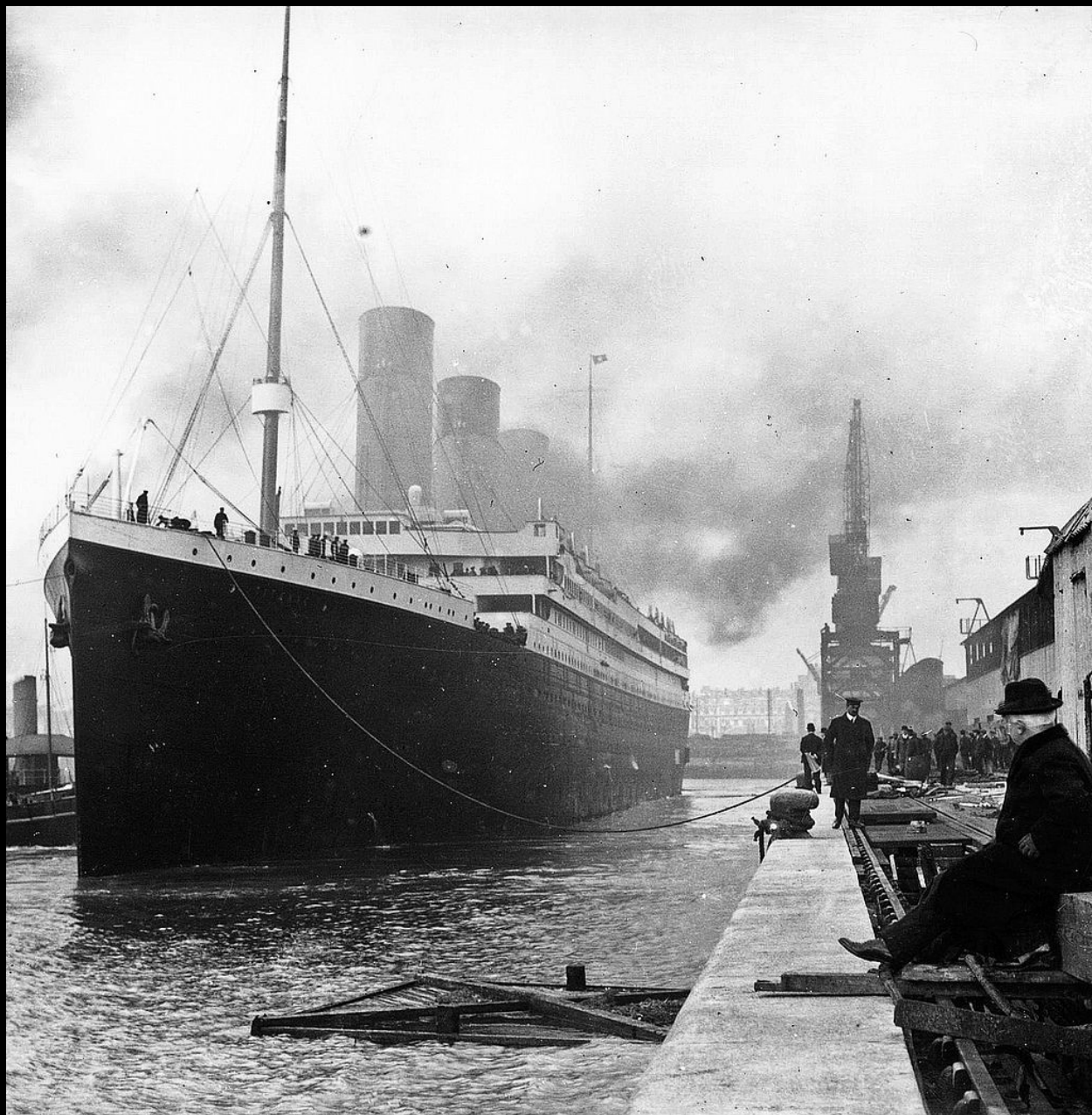


# Voyage of Terror



A Miskatonic Repository Scenario for Call of Cthulhu





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## Contents

Introduction	5
Overview	5
Events	5
The Mythos in this adventure	6
An invitation	6
9th April 1925	6
The Great Game	6
Hunting a murderer	7
Wrong place, wrong time	7
Research on Elliot Crabb	7
Boarding the Ship, 10th April	8
Departure from Portsmouth, 11th April	8
Director Crabb	9
Crabb's cabin / office	9
Day 1, Dinner	9
Director Elliot Crabb	10
Edward Self	10
Captain William Murdoch	10
First Officer Henry Tingle	10
Prof William Bragg OBE	10
Wyndham Lewis	10
Lord Elmstone Hardwicke	11
Lady Calliope Hardwicke	11
Eric Worthy	11
Colonel Titus Salt	11
Lady Flavia Famish	11
Harvinder Mann	11
Samuel Lamb	11
Lucy Marsden	12
A Lonely Suicide	12
The false smokestack	13
The Atlantic Ocean, 12th April	13
Hero for a Day	13
Rumours	13
Director Crabb	13
Miguel Cook, Cultist	14
Treason	14
The Atlantic Ocean, 13th April	15

Allies, breakfast	15
Miss Marsden investigates	15
A Sudden Death, noon	15
Director Crabb	16
Miguel Cook	16
Crabb and Cook head below	16
The Event	17
Effects of the shift	17
The awakening	17
Reaction of the passengers	18
Oh captain, my captain	18
The threat appears	18
The search party	18
Going below	19
Creepy dude	19
The smokestacks	19
The upper decks	19
The lower deck	20
The horror, the horror...	20
Shoggoth	20
The cargo deck	21
Sea zombies	21
The engine deck	21
The infernal engine	21
Elliot Crabb	22
Kraken tentacles	22
The Infernal Machine	22
Conclusion	22
Effects of the black light	23
Returning to the Upper Deck	23
Aftermath	23
Out of time	23
Back in blighty	24
<b>Annexes</b>	<b>25</b>
Annex A - Section D	25
Hierarchy	25
Section D HQ	26
Annex B	27

Non-Player Character Portraits	27
Annex C - Tainted Ones	28
Blue Tainted Ones	28
Brown Tainted Ones	28
Grey Tainted Ones	28
Annex D	29
The Transcendental Geometry of Higher Dimensions	29
Annex E - Unlife Primer	30

## Introduction

Voyage of Terror is a Call of Cthulhu scenario set in 1925. It takes place before and during a voyage on a steam liner travelling between Portsmouth and New York. It is suitable for novice or experienced characters.

## Overview

The scenario is notionally set in April 1925. It concerns a cultist called Elliot Crabb who owns the Black Star shipping line, and who plans to make a mass sacrifice to the transdimensional horror whom he serves.

The scenario assumes that the investigators are asked to investigate Elliot Crabb, and his attendance at the maiden voyage of his newest ship, the SS Acheron, provides the perfect opportunity.

Director Crabb is a member of a Cthulhu cult (many of the members of which show signs of taint). The cult has received inspiration and has designed an infernal engine which can transport people close by into another dimension. The cult has outfitted the new ship with the infernal engine, and 4 secret ritual chambers hidden in the ship (listed as cargo spaces). Half-way across the Atlantic they will perform a ritual at the 4 cardinal points of the ship, and activate the engine to shift the entire ship into Cthulhu's dimension. This will deliver a sacrifice of 3000 humans to the Deep Ones to bolster their numbers and for breeding purposes. The investigators will be carried along, and only by disabling the infernal engine can the ship be saved.

In addition, the ship is also the location of espionage. Ian Ford is a British playwright with mixed heritage (a Russian mother). He was recruited by Russia to act as a spy, but is actually a double agent working for the British. He is currently on his way to America to spy for Russia, but is taking the opportunity to pass Russian secrets to a British contact. He doesn't know who his contact is - only that the drop should take place one night at 11pm near cargo hold 4 (his contact is actually Titus Salt - see below). Unfortunately he is being watched by another Russian agent (Mikhail Kerensky), and his cover will be blown. Mikhail will attempt to kill him and retrieve the secrets.

## Events

The investigators have a short period of time before embarking on 11th April to investigate Mr Crabb.

The day before departure the investigators can familiarise themselves with the ship and its facilities.

### 11th April

On the first day the ship departs Portsmouth. During the day the investigators may break into Director Crabb's cabin, and there is an opportunity to speak to him later at dinner.

After dinner a suicide may lead to heroic action by investigators, or a lonely tragedy.

Meanwhile Ian Ford goes to meet his contact near cargo hold 4. Unfortunately he blunders into a crew member and panics, knocking the crewman unconscious. The

incident is witnessed by Mikhail Kerensky (who was following Ford) who concludes that Ford is up to something treasonous.

12th April

Director Crabb can be followed and observed. In the evening he can be followed and observed to meet a suspicious man (Miguel Cook).

Later that night investigators may become embroiled in a matter of espionage, and Ian Ford is killed. The investigators may end up assisting Titus Salt in dealing with the Russian agent, Mikhail Kerensky.

13th April

During the third day the investigators may attract the interest of Lucy Marsden, a journalist.

They may also become involved in the death by natural causes of the ship's librarian. Although purely a coincidence, the librarian is a member of Crabb's cult and may offer some further clues.

There may be an opportunity to track down Miguel Cook, or to search his cabin.

In the evening Director Crabb once again meets Miguel Cook and descends below. Cook will attempt to kill or divert anyone shadowing them while Cook heads off to commence the ritual and activate the infernal engine.

Whatever the outcome with Cook, at 10pm the engine activates shunting the entire ship and its passengers into an alien dimension.

From then on the investigators will have an opportunity to help save lives before being tasked with descending below to deal with Crabb, destroy the eldritch engine and free the ship.

## The Mythos in this adventure

The scenario also uses variant Deep Ones called The Tainted Ones (see Annex C). Feel free to discard these and use normal Deep Ones if you prefer.

## An invitation

9th April 1925

You are the best judge of how to fold this scenario into your own campaign, but here are some ideas for getting the investigators involved.

## The Great Game

Their past involvement with occult matters has not gone unnoticed. They are approached by Alistair McDonald, a 50 year old Scotsman and Head of Section D. (If you would like to use Section D, please see Annex A for more details.)

Alastair (Mjr, ret.) has a fondness for tweed suits, pipes and fine whiskey. He is dour, matter-of-fact and pragmatic. During the Great War he experienced attacks on north sea shipping by a tentacled monstrosity, and an assault on British trenches (while taking Aisne in the 1918 spring offensive) by a great white worm.

The Director of the Black Star Shipping Line, Mr Elliot Crabb, has been flagged by

as taking an unexplained interest in the occult. He has been identified as purchasing several dangerous books from private dealers. These books concerned outer dimensional beings and magic. Alistair wants the investigators to look into Elliot Crabb and to report to him what they find. If he seems to pose a serious threat he may need to be picked up and confined at an asylum.

## Hunting a murderer

The investigators may have been hired (or may have a personal grudge) to track down a murderer who is known to have purchased a ticket on the ship. For example, Miguel Cook may be wanted for the murder of a French sailor in Marseille, and the victim's wealthy family have bankrolled the investigation. Miguel is perhaps not immediately locatable (having swapped cabins with someone else), but he is known to be an associate of Elliot Crabb.

## Wrong place, wrong time

The investigators are simply travelling to New York on the Acheron and become embroiled in the goings on. This may work with a group of novice investigators. To run it this way you probably need to have some way to draw their interest in Director Crabb early on. For example, Leonard Pilkin may warn them about him, or you could decide that Lucy Marsden is investigating some disappearances connected to Crabb and recruits the investigators to assist her.

## Research on Elliot Crabb

The investigators can readily discover from the newspapers that the Black Star Line is

about to launch a new steam liner called the SS Acheron on 11th April. Director Crabb will be aboard the ship for its week-long maiden voyage from Portsmouth to New York. (This will be an ideal opportunity for the investigators to observe and investigate Director Crabb.)

A regular Credit Rating check can reveal that Director Crabb is a wealthy and respected businessman in his 60s. Crabb is married and his wife and three children live in a small fishing village (East Wittering) near to Portsmouth. Crabb's oldest son, Francis (40), is the Chief Financial Officer for the Black Star Line.

A regular Library Use check reveals that the Crabb family are an old Portsmouth family with a history of serving in the royal navy. Crabb's great grandfather, Captain Augustus Crabb, started the family's history of Royal Navy service. It is understood that Captain Augustus brought home a wife and servants from Papua New Guinea to England. In 1885 (age 23) Elliot Crabb decided to break the family tradition and instead establish a commercial naval enterprise.

**Keeper only:** Augustus encountered a tribe worshipping Cthulhu who showed him that their god was real. Elliot's mother and father both initiated him into the mysteries. They are both deceased (in the same year - 1902 - although their graves are empty because they actually left as a result of the call of the sea).

A second regular Credit Rating check reveals that the Black Star Line is a commercial shipping company that operates 3 other steam liners (the SS Avernus, SS

Aeacus, and the SS Asphodel. The company also operates 10 cargo liners that run between Europe and the Americas, and the Mediterranean. The company has had no significant accidents or losses.

Players who are suspicious about the ship can obtain diagrams from their insurers, Lloyds of London, although there will be nothing of particular significance in them. With a regular Science (Engineering) roll an investigator may notice that one of the 4 smokestacks is false, and does not connect to the boilers.

Players can also obtain a passenger manifest if required. This will list all 2000+ passengers and 800+ crew by name. None of the names will have any particular significance to the investigators beyond the main NPCs they are to meet (see below).

The investigators can procure tickets at the appropriate level (i.e. lower class investigators may need to pose as servants of higher class investigators).

Investigators may suggest getting on board as crew members. While the crew has been in place for months, it could be possible to “arrange an accident”, and make a last minute substitution. However, Director Crabb has chosen all of the senior officers personally, so the post would need to be a quite junior one (such as steward). This could make it difficult for that investigator to look into Crabb as they will have duties taking up a significant proportion of their time (you may want to hint at this).

If the investigators decide to visit Crabb’s home at East Wittering they find it a pleasant 4 bed detached house. Margaret

Crabb, 57, is usually at home, but a search of the house reveals nothing untoward. Crabb’s three sons Francis (40), David (38), and Michael (36) all have separate houses in the village and are well regarded.

If the investigators spend time here, a regular Medicine or Science (Biology) roll will notice that there are an unusual number of deformities amongst inhabitants of the village (webbed fingers, wide eyes, flat faces, and skin conditions).

## Boarding the Ship, 10th April

The easiest way for the investigators to get to Portsmouth will be by train. But they may choose to drive if they wish.

The investigators can board the ship the day before departure any time after 3pm. Their tickets are checked and stewards escort them to their cabins. The ship is due to disembark at 10am the following day.

The ship’s amenities are open and available, however the main NPCs are not around. Director Crabb is aboard (in his office), but is busy overseeing the final preparations for the departure and will ask visitors to make an appointment.

## Departure from Portsmouth, 11th April

The ship eases out of the dock at 10am the following morning. There are around 300 people present to see the ship off, and some press photographers.

The steam liner cruises out of Portsmouth harbour, past Gosport, and cruises west

through the Solent, with the Isle of Wight visible to the south.

The first full day passes uneventfully, and the investigators can enjoy the facilities of the ship before a splendid dinner in the evening. But it is likely that they will want to observe Elliot Crabb, or search his room (which serves as his office).

## Director Crabb

Director Crabb takes luncheon in his cabin, and then emerges at around 2:30pm and heads to the first class lounge where he drinks 2 gin and tonics while reading the papers. A steward hovers nearby ready to attend to his every need. He is trying to relax and will not welcome interruptions, but will not be rude. He heads off about 4pm to have a brief snooze and to dress for dinner (see below).

## Crabb's cabin / office

While Director Crabb is away from his cabin, the investigators may want to burglarise it. The splendid teak-fronted door is locked (hard Locksmith check).

Inside is a plush cabin. A desk is covered in business papers concerning the shipping line (concerning investors in the new ship, and their anticipated returns), and telegrams concerning various other business matters. There are also rolled up blueprints of the Acheron.

The desk drawer contains a ring of three unlabelled steel keys (these unlock: the secret library, the infernal engine room, and one unlocks the four secret ritual rooms; Crabb's second-in-command Miguel Cook also has a set).

The walk-in wardrobe is full of expensive suits. The bathroom medical cabinet has a number of creams for skin conditions (Elliot's skin dries quickly and needs to be treated).

## Day 1, Dinner

Dinner is an impressive affair, consisting of a 5 course meal beneath crystal chandeliers accompanied by a rather splendid orchestra. If the investigators are sufficiently important, they will be on Captain Murdoch's table. Other important guests will be seated at the table of the First Officer, Mr Tingle.

During the meal Captain Murdoch says a few words and introduces Director Crabb. Elliot speaks about how the ship seemed but a mad dream a few years ago, but now, after incredible amounts of work, that dream is about to see reality.

Suspicious investigators may detect a double-meaning in the Director's words (regular Psychology roll). Observant investigators (hard Perception check) may notice that he seems to focus his gaze on three specific tables (each with 10 guests) when he speaks. (These tables have 3 or 4 of his cult members sitting at each of them.)

After the dinner the high-ranking guests (and servants) retreat to a first-class lounge. This includes all of the main NPCs and any qualifying investigators (plus manservants). This is a good opportunity to meet the main NPCs.

### Director Elliot Crabb

Crabb is charming and happy to answer questions about the enterprise, but will note anyone asking odd questions. He is looking for investors in the ship (he still owes a considerable sum to the construction yard).

### Edward Self

Self is Chief Architect of the SS Acheron, and an enthusiastic geek. If Crabb is brought up, he will enthuse about his involvement in the design process. He says the ship is one of the safest in existence. He may also mention that one of the 4 smokestacks is fake - he insisted on it being included as it gave the ship more "aesthetic balance". He has worked on other ships, but this is his largest project.

### Captain William Murdoch

In his 60s, white beard, serious and professional, ex-military. Murdoch captained a frigate during The Great War, serving with distinction at the Battle of Jutland in 1916 as captain of the HMS Devonshire (armoured cruiser). He left the navy in 1918, and has served on commercial ships for the last 4 years. He was hand-picked by Crabb for his experience. Murdoch is a solid and somewhat superstitious old salt.

### First Officer Henry Tingle

30, a slim, blonde haired, well meaning buffoon. Henry was appointed because he is the cousin of one of the main investors for the ship. He is a decent sort, but lacking in imagination. He is a huge fan of cricket, and loves to listen to reports on the wireless. He is hoping that England can do better than last year's 3-0 defeat to Australia in the Ashes, and is looking forward to Capt Frank

Mann giving the South Africans a seeing to in the current tour.

### Prof William Bragg OBE

31, professor of physics at Manchester University. Bragg received Nobel Prize aged 25 with father for techniques of x-ray diffraction to analyse crystal atomic structure; Bragg awarded military cross and mentioned in dispatches in WWI. Brother died during Gallipoli campaign in 1915. Worked during war on sound ranging methods. He married last year to Alice Hokinson, who is pregnant at home with his first child. Bragg is brave, intelligent and thoroughly decent. He has a passion for gardening, and is trying to breed his own strain of pansy violets this year. (Note: Bragg is a real person, and you can look him up on Wikipedia.)

### Wyndham Lewis

Author, 38, painter and author and co-founder of the vorticist movement in art (geometric abstraction). He is editor of BLAST, the literary magazine of the Vorticists. While the movement has wanted since the interruption of the Great War, Lewis had a recent exhibition last year 'Tyros and Portaits' at the Leicester Galleries (in London). He also published a novel, Tarr, in 1918, a modernist piece about an english painter and a rival german in pre-war Paris (strong Nietzschean themes, and anti-semitism). Wyndham is also a fan of the french philosopher Bergson and his focus on immediate experience rather than rationality. Wyndham served as 2nd Lt in Royal Artillery, later appointed an official war artist. Right-wing firebrand and anti-semite. (Note: Lewis is a real person, and you can look him up on Wikipedia.)

### Lord Elmstone Hardwicke

Upper class British monocled occultist in his late 30s. Elmstone witnessed supernatural manifestation (an avatar of the Render of the Veils) on the fields of Somme and went mad. Now recovered but sensitive to occult horrors. He is watched over by Winstone, his cockney valet (with whom he served).

If you are using Section D, Alastair can be telegraphed and asked about Elmstone. Alastair calls him “the freelancer”, and says he was approached to join Section D, but declined. He says he is a potential ally.

### Lady Calliope Hardwicke

Mid 30s. Wife of Elmstone; married after Elmstone saved her from her cultist husband (who worshipped an avatar of Shub Niggurath). In marrying her Elmstone wed beneath his station, but he loves her.

### Eric Worthy

Third Duke of Pyle (near Bridgend) - 60s. Eric Worthy is a silver spoon socialist. He talks amiably about how America is the future representing as it does a classless society, while dining in the first class dining hall. He is travelling to give talks to american trades unions. He talks about modernisation, and change and steers clear of communism, but he is an idealist and socialist.

### Colonel Titus Salt

70s. Titus is a crusty old warhorse in a red british army jacket and a chest full of medals from the Boer War (seeing direct action at the Ingogo River and Majuba Hill against the Boers) and Great War (in more of a rear line command role). Titus Salt is

currently assisting British intelligence, and is on the ship in order to meet the double agent Ian Ford (see above).

### Lady Flavia Famish

Useless bubbly socialite singleton. Father is Lord Famish of Rushden (near Northampton), a respected barrister. Lady Famish is off to see America and perhaps find a husband. She enjoys sports and may invite investigators (if they seem jolly good sorts) to play squash.

### Harvinder Mann

Prince of the Raj - late 30s. Harvinder is second in line to the autonomous princely state of Rajapur (part of the Queen's empire, but under Indian rule). He is royal, mannered and somewhat snooty, but will be pleased to discuss matters with open minded people of the correct class. He wears a gaudy talwar (curvy sword) on his hip, and is dressed splendidly in an embroidered tunic and trousers. He is travelling in order to see the world.

### Samuel Lamb

Lamb claims to be a banker travelling to New York to discuss a deal at Wall Street. In fact, he is an expert safecracker who has as his target the valuables safe on board the Acheron. He spends his days observing crew members (such as the First Officer and Purser) to identify their cabins and offices. At night he might be observed breaking in to these cabins and taking impressions of keys (or looking for records of combinations). He plans to raid the safe the night before it docks in NY, and to secrete the goods aboard ship. He will then collect it on the journey back to London.

## Lucy Marsden

Journalist (arts correspondent), 28. Miss Marsden has recently ended an engagement with her fiancé. She has taken ship to America to get away from him and their circle of friends. She also finds the USA's attitude to gender more refreshing. She is looking for stories on board and if she thinks something odd is going on she'll investigate. She is a pretty and bright woman, and may become involved with one of the investigators.

## A Lonely Suicide

After dinner one or more investigators may see a man climbing over the side rail (regular Spot Hidden - or if fail they hear a splash). The man is intending to commit suicide, but might be talked down (roleplay or fast talk / persuade roll).

If they only hear the splash, they see a man being swept away in the wash caused by the ship. The ship is making 24 mph (200 feet in a 6-second combat round), so there is very little time to act.

If an investigator sounds the alarm (which takes around 5 rounds), then the crew will sound the 'all stop'. The ship will continue forward for 5 rounds before it starts to reverse. Crew members will race around with lights and drop rope netting over the side. It will take about 20 rounds for the ship to reverse to the place the man went in (so 30 rounds total).

Investigators can jump in, but they need to make a regular Swim check to reach him, and a regular Swim check to keep them afloat every 10 rounds (so 3 rolls). The

water is bitterly cold (just above freezing) and hypothermia will start to set in. If one of the investigators jumps in, William Bragg jumps in as well to assist.

**Drowning:** a rescuer must make a CON check every 10 rounds. For each check failed the investigator takes 1d3 damage (Pilkin is immune to this damage).

**Cold shock:** lose 10-40 (1d4x10) Dex every 10 rounds. At 0, unable to move in a coordinated way (may slip under water).

The man, Leonard Pilkin, is a 32 year old English accountant. Over the last five years he has begun to experience strange dreams of an underwater city, and of beings calling to him. He has looked into his condition and has a book in his cabin called "Monstres and their Kynde" (copy of text as per rulebook p.229, but no spells have been copied), which describes the Tainted Ones. He feels that he is moving towards an awful and terrifying fate and has chosen to end his life.

If Pilkin is saved, he is soaked to the skin and unconscious. He needs to be stripped of his wet clothes, and warmed up. investigators doing so will see his deformities. He has green scaly skin across his back, and the rest of his skin has a disturbing soft rubbery texture. His toes are webbed (San 0/1).

Pilkin is kept under guard, and sedation, in his cabin for the rest of the voyage. After the event, the energies of Cthulhu's realm further transform Pilkin, and he gains functioning gills and bulging eyes (giving him a frog-like appearance). He will be

willing to help the investigators if they treated him well.

## The false smokestack

If the investigators attempt to check out the fake smokestack, it can be accessed from the upper deck via a grille and using some simple tools.

After wriggling through the vent, investigators find a large echoing open space (above to the air above). There is nothing of note here, and this area is not in use by the cult (the ritual rooms and cult library are hidden in the lower decks, and do not directly play a part in this adventure).

## The Atlantic Ocean, 12th April

### Hero for a Day

The next day, if an investigator rescued Pilkin, word spreads of his bravery (and William Bragg's) and people congratulate him, and offer to buy him drinks wherever he goes. The crew also treat him well, and he will be invited to the captain's table for dinner. Director Crabb may feel moved to announce that he is refunding the ticket price of the heroes. They will also receive an upgrade to a first class cabin.

### Rumours

On the second day the crew is gossiping about an attack on a crew member last night. A kitchen porter, Percy Ball, 21, was knocked unconscious around 11pm when collecting supplies from the stores in cargo hold 4, at the bow of the ship (deck 3). The crew assume it was a crazed passenger, but have no proof of this.

(this was Ian Ford, who was hoping to meet his contact, but panicked. See 'events' above.)

This rumor is meant to allow the investigators to look into the clue if they wish. During the day cargo hold 4 will be fairly busy with crew ferrying supplies to the galleys. Percy Ball didn't see his attacker, who must have been hiding just inside the door. If the investigators stake out cargo hold 4 again tonight they will likely witness a murder (see below).

### Director Crabb

On the second day at sea, Crabb has a leisurely breakfast in the restaurant from 9-10, then sits in the first class saloon reading a paper until 11. From 11-12 he returns to his cabin to get changed. From 12-1 he takes a promenade of the decks, stopping to chat to passengers. He takes lunch from 1-2, then heads into the smoking room. At 2:30 a crew member brings him a bundle of telegrams, and he begins writing replies. At 3pm he sends the replies with a crew member (various business matters), and retires to his cabin. In his cabin he reads a novel, has a nap then gets changed. At 6:30 he goes to dinner, has a pre-dinner cocktail then eats from 7-9. At 9 he walks the deck smoking, and then heads inside.

At this point a pursuer may lose him as he heads downstairs. If successful with a regular Track roll, they follow him (with some difficulty) to the stern engine deck and then he seems to vanish (near Boiler Room no.6). He cannot be found (he has slipped

through a secret door to one of the ritual spaces to meet with Miguel).

If his pursuer waits in the area, he reappears an hour later, heading upstairs at about 10:30pm, and returns to his room.

A few minutes afterwards a swarthy man (Miguel Cook) comes from the same direction and returns to his cabin. If the investigators obtain and scrutinise the blueprints (Crabb and Edward Self have a copy in their cabins), they may notice an odd cargo hold near where Crabb vanished. If they search they will find no such cargo hold.

### Miguel Cook, Cultist

Miguel is a swarthy man in his 30s in a black suit, white shirt (no tie). Miguel is a 34 year old watch maker. He has a 2nd class cabin. His father was a sailor and he is half-Filipino. He is a member of the Cthulhu cult and assisted in construction of the infernal engine.

STR 65	CON 55	SIZ 60
DEX 55	INT 70	POW 80
HP 11		
DB: +1d4	Build: 1	Move: 9

Attacks per round: 1  
Fighting (knife) 40% (\*65%) (32/13), damage 1D6+db  
Firearms 50% (25/10) .32 revolver (1d8 damage, range 15 yards, 3 shots/rnd, ammo 6)

Skills: Dodge 50%, Stealth 50%, Mechanical Repair 65%, Spot Hidden 70%

Spells: He has the ritual Create Gate, which he will use if trapped.

The magical knife has a twisted black blade. The knife blade seems to twist and shift when the investigators look at it, and because it is a multi-dimensional knife it ignores armour when used against a living target. (Base damage 1d6+1d4, magical, +25% to hit\*, ignores non-magical armour).

### Treason

If the investigators stake out cargo hold 4 at around 11pm, they run into trouble. They hear a cry and thump and find a 30-year old man in an evening suit lying dead with a slashed open throat (Ian Ford). As they check his pulse Colonel Titus comes upon them (in British army dress reds) and holding a Webley pistol. He recognises them and decides to seek their help, and says "we can't let him get away with the papers!".

**Keeper only:** this assumes Ford is murdered to give the investigators a bit of action. But if the investigators have done things or put in place a plan that would save Ford, then let them, and run the chase in whatever way fits.

Nearby a hatch clangs slightly. If the investigators pursue they catch sight of a man in his early 40s dressed in a black suit with a goatee beard holding a knife at the end of the corridor. He sees them, and runs off.

If they pursue him into a cargo hold, he drops a black fizzing anarchist bomb.

While they take cover, he opens an external loading door, exits the ship, and tries to climb up to the main rail. He then tries to detach a life boat and flee (by cutting the ropes).

### **Mikhail Kerensky - Russian Agent**

STR 65	CON 60	SIZ 60
DEX 65	INT 55	POW 45
HP 12		
DB: +1d4	Build: 1	Move: 9

Attacks per round: 1

Fighting (knife) 75% (37/15), damage 1D6+db

Throw bomb 50% 0-3 yards 3d6 (4-6 yards 2d6, 6-9 yards 1d6).

Skills: Climb 55%, Swim 65%, Dodge 40%, Stealth 65%, Mechanical Repair 35%, Demolitions 35%, Spot Hidden 45%

If the violence reaches the upper decks, Lucy Marsden will investigate (and Mikhail would have no qualms about taking her hostage).

## **The Atlantic Ocean, 13th April**

### **Allies, breakfast**

After the events of last night, Colonel Salt will meet at breakfast and ensure that he and the investigators have an understanding. Salt sends a coded telegram to update his bosses, and may offer to help if the investigators explain their mission.

### **Miss Marsden investigates**

If she didn't become involved last night, Lucy Marsden tracks down the investigators and tries to interview each of them about the Ian Ford incident below decks (she has got wind of their involvement from crew members), and is keen to see if there is a story here.

### **A Sudden Death, noon**

Alan Marley, 74 (wiry, balding), is found dead by a maid trying to clean his cabin around 12 (lunchtime). Marley is the head librarian of the First Class Library. He is attended by the ship's doctor, Dr Robert Fletcher. Dr Fletcher believes that Marley died of natural causes (heart failure in his sleep). Dr Fletcher reports to the Captain, who (given the investigators involvement with Pilkin) asks the investigators for their opinion (particularly if one of them is a doctor).

An examination of body reveals weird non-human physiognomy - he has pink gills growing out of his back, and soft, rubbery skin on his torso (San Loss 0/1d3). He also wears an amulet around his neck consisting of a silver circular pendant scored with a strange geometric design which hurts the eyes if you look at it long enough. A regular occult or mythos check determines that the amulet is protective (it provides a protective field around the wearer giving (non stackable) armour 6).

Alan Marley was a cult member and has, unexpectedly, died of natural causes. If the body is left unguarded, one of the cult members spirits it away and it ends up

overboard. The cult has sufficient numbers to still be able to conduct their ritual.

Marley's cabin contains piles of books, including books on the occult, and engineering, but nothing of interest.

His locked desk in the first class library contains a book 'The Transcendental Geometry of Higher Dimensions' (see Annex D).

A regular Library Use check reveals that the book has a reference on its spine, similar to those used elsewhere on the ship, which doesn't match the references used in either the 1st or 2nd class libraries - though it is similar (i.e. hint that there's another library aboard - the cult's secret library). The book has several handwritten pages slipped inside. These include mathematical formula and drawings of some sort of bizarre machine. An extreme mythos check would be required to understand exactly what the drawing depicts, but a good roll might reveal something at your discretion.

## Director Crabb

Crabb spends the day much like yesterday.

After dinner (9:30pm) Crabb heads on deck. He walks around the outer deck and meets Miguel Cook. They speak briefly, and then head downstairs towards the centre of the ship.

## Miguel Cook

Miguel remains in his stateroom for most of the day (he has lunch delivered). At 7pm he goes to the 2nd class dining room and eats dinner.

If the investigators take this opportunity to search Miguel's 2nd class cabin, they find a half a box of .32 shells and an old sea diary in the name of Capt. Peter James Cook. It records the travels of Capt. Cook in the Pacific in charge of a tramp cargo steamer. The more well thumbed sections of the diary record Capt. Cook's experiences on a small island in the Philippines where he witnessed the religious rites of a small tribe who were shunned by other natives. The natives claimed they had been blessed by the sea god, and he brought them an endless harvest. Cook saw the evidence for himself buying up huge supplies of fish for sale from the islanders. Ultimately Captain Cook married one of the local women and brought her back to England.

After dinner (9:30pm) Miguel steps out onto the promenade. He is met by Director Crabb. The two of them head below.

## Crabb and Cook head below

Miguel is careful to check if they are being followed (he is more paranoid than Crabb). He will spot the investigators if they follow, and he will start firing and lead them on a chase through the ship on to the upper decks (while Crabb escapes). He will allow them to trap him, and then will jam the door, and use Create Gate to open a doorway to one of the ritual rooms (destroying the gate behind him).

If Miguel is killed, there are sufficient cultists to complete the ritual. If he is captured, he will not talk, knowing that in an hour the event will take place.

## The Event

From 10pm the weather changes and a squall builds around the ship, which starts to rock under the force of wind-whipped waves.

Around 11pm the storm intensifies, and a weird droning fills the air all around. The ship begins to undergo a strange and powerful vibration, and the engines seem to be labouring. Everyone aboard begins to experience nausea, hallucinations and nose bleeds. People begin to panic and scream....

**[Keeper:** this is important for the scenario's structure - make sure that the investigators are drawn to the upper decks before the shift - for example, by screaming...]

The droning reaches a shrieking pitch, the wind seems to howl all around the rain-lashed ship, and with a final groan the ship's power goes out and everyone passes out...

## Effects of the shift

As the ship enters Cthulhu's dimension, all aboard are exposed to the mind of the Outer God, and the energies of the alien dimension.

All investigators make a Pow roll:

Failure: disorientation and panic. San loss 0/1.

Regular success: they suffer nosebleeds, dizziness and nausea. San loss 1d3/1d8

Hard or extreme success: they brush against the mind of Cthulhu. They know they are in an alien dimension that is slowly changing them (into Tainted Ones) the longer that they are here. They know the dimension is inhabited by a being of immense age and power with incomprehensible thought processes. They see images of great underwater cities built with an architecture that defies rational thought and seems to fold in on itself. They feel drawn to the deeps. San loss 1d6/1d20.

The investigator who rolls highest: they suffer the effects as above, but also feel that the alien energies of this place are changing them physically: they suffer one of the following mutations (and lose a further 1d8 San):

- 1: their hair falls out and their scalp is mottled (lose 10-60 App)
- 2: their skin (starting at the torso) becomes bluish and scaly
- 3: their flesh (starting at the torso) becomes soft and rubbery
- 4: their fingers and toes become webbed
- 5: they gain a nictitating membrane over their eyes (which they cannot control at first)
- 6: they gain two strips of pink gills growing from their back (which function)

## The awakening

They awaken in the darkness and unknown time later. The ship sits becalmed and still, the storm gone. All watches have stopped. The ship's electrical systems appear to be dead, and yet they can still feel and hear the rumble of an engine deep below.

Outside, the outer deck is covered in a thick white fog in all directions. Through the fog it

seems as bright as a heavily overcast day, but the position of the sun cannot be discerned. Below, the ship seems to be floating on a viscous silver mercury-like fluid which reeks of chemicals (ammonia/vomit).

## Reaction of the passengers

The passengers are in shock, trying to make sense of events. Some are still unconscious, some seem relatively unaffected (aside from nose bleeds), some are being sick, and some are in a state of shock and seem to be muttering gibberish phrases over and over. A small number seem confused and frightened by physical changes they have undergone.

Lord Hardwicke seems strangely unfazed, and is reassuring the passengers. His wife looks shocked but is trying to help calm a woman whose hair has all fallen out.

Titus seems shocked, but is holding it together. He suggests that the investigators (and other able-bodied men, like Prof. Bragg, Wyndham and Harvinder) try to get all the passengers into one place - the ballroom on the upper deck is the best bet.

Assuming they agree, it takes a few minutes to get all the nearby passengers into the ballroom, and to light oil lamps.

## Oh captain, my captain

After the survivors on the upper deck have gathered in the ballroom, Captain Murdoch arrives. Murdoch says that the instruments are all dead. The wireless telegraph shouldn't be functioning but seems to be picking up some sort of interference. He has never seen conditions like this, and

suggests that people stay put and lock the doors.

If anyone visits the telegraph room to listen to the interference, they hear bizarre non-human language coming through with the static, and their mind conjures up alien images of an alien underwater city. San roll: 1/1d3. If they try to communicate with the voices, play this up for maximum creep factor and take more San from them.

## The threat appears

While Murdoch is talking to the passengers, he is interrupted by screaming from the bow of the ship. A group of able-bodied men rush out, to be met with a man and woman in ripped clothing. They seem in shock and the man says that they were attacked by beasts that came out of the fog. The beasts dragged off the other couple they were with.

Captain Murdoch issues orders to the Master-at-Arms to break open the small arms locker and issue weapons to those who know how to use them. He reiterates that people should stay put in the ballroom.

## The search party

Prof Bragg points out that this only keeps safe the few hundred people in the ballroom, and that there are three times that many in other areas of the ship. He volunteers to lead a party of men to bring more of the passengers up to safety. Wyndham and Harvinder volunteer to assist him. Their party prepare to head down below.

**Idea roll, if necessary:** The power remains dead, although the ship's engine can still be heard thumping deep below.

Lord Hardwick and Titus organise the crew and passengers into a defensible perimeter and to pull together barricades. Then Lord and Lady Hardwicke each cast 'Elder Sign' across the main entry points. They laugh it off when questioned as "a protective sign we picked up in araby".

## Going below

Titus Salt has had time to think. There is no power, but all the while that engine has been pounding away below their feet. If the investigators do not think of it, he suggests that they form their own party and try to locate the engine.

## Creepy dude

As the investigators are preparing to leave the relative safety of the ball room, men guarding one of the promenade doors start shouting. Something is shambling out of the fog towards the door. It croaks "Plezzzzzz".

If they don't just open fire, they see the further transformed Leonard Pilkin (San 0/1d4). If they don't kill him, he volunteers to help, saying that "we must stop the heart beating". If pressed he will confirm that it is the engine that is keeping the ship here. He will accompany the investigators below if they let him.

## The smokestacks

**Keeper note:** Investigators may try to descend to the engine room via the smokestacks. These descend at an incline

for 150 feet and then split into a number of pipes (boiler uptakes) to the 29 triple-furnace boilers. In theory the investigators could be lowered down the smoke stack and crawl through the uptake pipes into the boilers. If the boilers were out and cold this would be doable, but if the boilers are lit then there are nearly 50 fires venting fumes into each stack. You may want to give the investigators strong hints that the only engine pounding away appears to be resounding from the lower decks, and not from the engine room.

## The upper decks

To reach the stairs to the lower decks the investigators must leave the ballroom and head along the outer deck through the fog.

As they gingerly head through the fog they hear a muffled sobbing from up ahead.

They see a 8 year old boy (Paul Lake) dressed in a grey flannel suit crouching under a set of exterior steps going up. He is crying and looks terrified. He says "they took my mummy". When asked "who?" he says "them!" and points at three silhouettes coming through the fog.

The investigators are confronted by three Tainted Ones: 2 blue and 1 brown (see Annex C). (San 0/1d6)

The Tainted Ones will attack with their bio-gel and stinger, and will then attempt to carry off incapacitated individuals. If they succeed in (1) a grapple fighting manoeuvre, the next round (2) they move to the edge of the rail, and on the round after (3) they jump into the sea with their victim.

The victim is then lost, barring last minute heroics like jumping in (the fluid is not immediately harmful, although there are other Tainted Ones down there). Pilkin might heroically try to save a almost lost investigator.

If the Tainted Ones are defeated, the investigators find they carry several of the blobs of living (it twitches) mauve jelly. When placed on a human face it flows over as a see through mask preventing air breathing but allowing water breathing. Voluntarily using the blob inflicts San 0/1.

After the battle they find that the little boy has fled during the fracas (safely towards the ballroom).

## The lower deck

When descending to the lower decks the investigators hear the sounds of distress (crying, shouting, screaming) coming from all directions. Towards the middle of the ship the investigators hear the whipcrack of a rifle and men shouting.

As the investigators head towards the next set of stairs down, they see a group of 4 men who have made a crude barricade to protect a corridor of 2nd class staterooms. One of them is an Englishman in his 50s with a handlebar moustache and an elephant gun (Major Arthur Pitt), and an younger man with a revolver. The other two have clubs. Ahead of them in the corridor lie dead four Tainted Ones killed by gunfire (San 0/1d6 - they also have a number of bio-gel balls).

The men intend to hold up here and don't see the benefit in heading upstairs where there are more of "those creatures".

## The horror, the horror...

As the investigators walk away from the barricade to head on towards the stairs down, they hear behind them a strange gurgling noise, and a strange piping noise that sounds like "tekili-li" repeated several times.

If they turn back to look or to help, they see rounding the corner on the other side of the barricade a flowing wall of black ooze. It rushes, and as it flows with awful plasticity, tendrils, eyes and toothed maws form and dissolve in its body. Terrifyingly the metal walls of the corridor crumple and buckle under its force.

It rushes towards the barricade and pours over the 4 men - the investigators hear the sound of their bones being ground under its force.

San Loss: 1d6/1d20

The investigators are not the target of attack, and can flee below, or attack.

## Shoggoth

STR 315	CON 210	SIZ 420
DEX 15	INT 35	POW 50
HP 63		
DB: +8d6	Build: 9	Move: 10
MP: 10		

Attacks per round: 2  
Fighting 70% (35/14), damage 8d6 or engulf (see p.307 rulebook)

Armor: none, but half damage fire and electricity; physical weapons do 1 point per hit; regenerates 2HP/round.

## The cargo deck

As the investigators descend to the cargo deck, they see that it is filled with the white fog they saw outside. Visibility is poor.

The fog is disorientating and the investigators find themselves passing through a large cargo hold. They see a rent (above the water line) in the side of the ship has allowed the white fog to enter the ship. The metal is peeled inwards as if something huge had brushed against the ship.

Within the fog ahead they see a group (1 per investigator and NPC with the party) of figures standing in the fog unmoving. They seem to be dressed as engineering crew.

They are in fact drowned crew members raised as undead by the negative energy of this dimension. They will react if the investigators draw attention to themselves, turning and attacking. The investigators can try to sneak past (these zombies have spot hidden of 25%). San loss is 0/1d8.

The zombies will attempt to grapple the investigators and drag them to the hole in the side of the ship. This will take three full rounds.

## Sea zombies

STR 80	CON 80	SIZ 65
DEX 35	INT n/a	POW 05
HP 14		
DB: +1d4	Build: 1	Move: 6
MP: 1		

Attacks per round: 1

Fighting 30% (15/7), damage 1d3+1d4 or grapple

Armor: none, but guns do 1 point, and all other weapons do half damage.

## The engine deck

The investigators find that the lowest levels of the ship are full of stinking silvery water - they have been flooded. The engine still rumbles below them.

To find the exit to the engine room will take several minutes of underwater searching. This involves both a hard Swimming and hard Spot Hidden check. Those with gills, or using the bio-gel masks, need not make the Swimming check. Pilkin could search for them.

With successful checks, the investigators can detect that the thump of the engine is loudest in a particular place. There they find, submerged, a large coal bin which can be pulled away from the wall. Behind it is a secret hatch. It has a keyhole, but is unlocked. Behind the hatch steps lead up, out of the fluid, and into a lit area.

To reach the stair and the fresh air requires a lengthy swim. Each investigator will need to make a regular Swimming check. Alternatively the bio-gel masks are effective and harmless.

## The infernal engine

As the investigators emerge from the alien seawater, they will need to remove any

bio-gel masks or they will be unable to breath.

The room is a large metal vault lit by the unearthly light from a twisted black metal machine which generates the vibration and noise they have felt all over the ship. The room contains a barely recognisable Director Crabb, who has transformed into a tainted hybrid with grey scaly skin and bulbous eyes.

There are 9 other cultists, but they are writhing around on the floor in various states of transformation (San Loss: 1/6).

## Elliot Crabb

Use the grey Tainted One statistics in Annex C for Elliot Crabb, but with Crabb is also equipped with transdimensional armour.

The armour (which is a kind of living transdimensional entity) will flow over Crabb's body like liquid, turning him into a black silhouette. It provides him with 8 point protection.

The armour extends a bone armbade that can inflict 1d6 damage. The armour can also exude a whip like tendril from the arm. This stinger, which Crabb uses with 50% skill, inflicts damage of 1d4 plus a lethal poison (inflicting an additional 5 hp dmg for 3 rounds).

As the battle begins, the floor of the room is punched open (silver fluid begins to fill the chamber) and six massive 20 foot long black tentacles burst into the room through the floor (San Loss 1/1d6).

The tentacles are black, covered in silver spines and eyes, and end in a toothy sucker - they attack. The investigators need to keep clear or distract them while they finish destroying the machine. Treat them as one creature.

## Kraken tentacles

STR 80	CON 60	SIZ 200
DEX 40	INT 40	POW 50
HP 26		
DB: +2d6	Build: 3	

Attacks per round: 3  
Fighting 35% (17/8), damage 2d6  
puncture/rip or grapple

Armor: none  
Large: +20% to be hit due to size

## The Infernal Machine

The infernal machine is keeping the ship in this dimension. It has 100 HP before it breaks. investigators get +25% to hit it due to its size.

**Keeper note:** dimensional gate spells will not work while the engine is running.

When the investigators start to damage it, it irradiates the investigators with black light and they see each other in negative for a second. They feel odd but have no time to consider further (see below).

## Conclusion

The instant that the machine is destroyed there is a shuddering discordant vibration, everyone feels dizzy and sick, and then all goes black.

The investigators awaken and see red emergency lighting filling the room. The silver fluid is gone, but icy black sea water is now pouring into the chamber through the holes created by the kraken tentacles.

Crabb, Pilkin and the cultists are gone (left in Cthulhu's dimension to which they now have greater affinity). Any physical changes to investigators (e.g. mutations) are still present.

As the investigators flee they realise that the ship is sinking and emergency klaxons are heard in the distance.

### Effects of the black light

The effects of the black light are at your discretion. You may wish, for example, to force rolls on the mutation table above. Alternatively you can force mythos dreams costing 1/1d4 SAN per week with 1 week of dreams for each exposure to the black light.

Another alternative is to have investigators exposed to the black light be invigorated with reanimation energy.

If you go with this option, any dead investigators exposed to the black light will awaken - although they are now unliving (tainted with unlife from this dimension).

At your discretion, all of the living investigators who were exposed to the light are also affected, and will come back to life once killed in exactly the same way.

You can supply any reanimated investigators with the handout at Annex E.

## Returning to the Upper Deck

When the ship reappears on Earth, the crew send a radio mayday. Of the 3000 people on board, only around half remain, and there are sufficient lifeboats for everyone.

The survivors board the lifeboats and move away as the SS Acheron's bow goes up, and then the ship sinks.

The investigators have saved all of the survivors and deserve their reward: they regain 2d10 SAN.

## Aftermath

Optionally, the jaunt to Cthulhu's dimension has taken longer than the investigators realise (as a result of time passing differently). Ignore this if it doesn't fit with your campaign and have them rescued a few hours after the ship disappeared.

### Out of time

The survivors of the SS Acheron are picked up after 4 hours by the Providence, a cargo freighter bound for New York city. The crew are friendly at first but then turn fearful of the survivors.

After a day they are met by the USS Wyoming, a 180m long 27,000 ton battleship, which transports them to Portsmouth Naval Shipyard on Seavey's Island, Maine.

There they are held and interrogated. During their interrogation they learn that it is 1935 and the SS Acheron was presumed lost 10 years ago: San Loss 0/1d6.

Some of the survivors are given a medical examination (about 25%), but everyone checked appears to be physically normal (unliving investigators can go unnoticed).

After being held for 4 weeks, the Navy begins releasing them. The official story is that they have no memory of where they have been for the last ten years. The US government warns them to keep a low profile, and most do not want to speak of it.

If the investigators reveal who they are and what they know suspicion falls on them. They are held in cells separately and intensively interrogated, and meet Captain Joseph Harmann, an officer in an organisation called Delta Green. Ultimately they are released but the US wants all the mythos intel and artefacts they can provide first.

## Back in blighty

The investigators may have difficulties in their private lives. They were considered “lost at sea” and their estates have been sold and their wives may have remarried.

If you have used Section D, then it will do its best to help them in their transition, arranging for accommodation (e.g. in hotels) and property transfers (to restore lost assets). If investigators want to continue to be legally dead, Section D can provide an alternative identity.

# Annexes

## Annex A - Section D

### Hierarchy

- (1) Prime Minister Stanley Baldwin
- (2) Sir Laming Worthington-Evans,  
Secretary of State for War (from Feb)
- (3) Sir Henry Winterton - Permanent  
Secretary of the War Office
- (4) Philip Toole CBE - Director General of  
Strategy
- (5) George Ashcroft (Brig-Gen, ret.) -  
Director of Surplus Resources Division
- (6) Alastair McDonald (Maj, ret.) - Head of  
Section D

“Section D” is an obscure part of the War Office established at the end of the Great War to provide plans for the decommissioning of the sizeable war machine built up over the prior 4 years. The Surplus Resources Division was responsible for re-allocating wartime personnel and resources, and, that task largely complete, Sections A - C are effectively disbanded.

Section D was established by order of senior military commanders who had received credible reports of frankly bizarre events and phenomena during the war. Ordinarily these might have been dismissed as nonsense, but during the conflict these

reports were investigated in case they were indicative of enemy activity, propaganda, or experimental technology.

Having collated a number of these reports, commanders took the view that the collapse of the German Empire’s military would not necessarily bring a stop these events. Therefore Section D was set up as a post-war office tasked with investigating any ‘odd’ events or phenomena that might pose a threat to the British Empire.

Section D was created under military orders and with terms of reference classified under “TEMPO” clearance (a level of clearance above “Top Secret” whose existence is itself a secret). The War Office’s Permanent Secretary (top civil servant), Sir Henry Winterton, knows that Section D is a ‘hush hush’ intelligence outfit run by the military, but he has no idea what it does. The Strategy DG, Philip Poole CBE, knows it is a secret military team, but has nothing to do with the team and no interest in its activities.

The staff of Section D are a diverse group - primarily ex-military - though there are a few civilians as well. Section D personnel have no special authority or police powers of arrest or search. They are subject to the law of the land, and are expected to go about things in a sensitive, sensible and low-key way.

If Section D personnel do face difficulties with law enforcement, then a phone call to Alastair may help to grease the wheels. He can also make a few calls to get anyone arrested released, though he’d rather not do that and would prefer his men to avoid getting arrested in the first place.

In essence, Section D staff appear to be subject to the same rules as civilians, but in reality Alastair knows that this can be a difficult job, and can pull strings to make any criminal charges or investigations go away. That said, he would not condone some acts (e.g. murdering innocent civilians, or brutalising police officers) and might not choose to save a rogue investigator who behaved like that.

Section D has a vault of odd artefacts and a library of unusual books, but these are kept locked away in an undisclosed location. Section D staff are not allowed to peruse these items or even see a list of what is held, however they can request to see a particular text (they need to fill in a form setting out why and give it to Michael), and Alastair will consider whether to grant access. Books released are viewable at HQ, but cannot be removed from the building.

In theory Alastair could alert the senior military and call in their help against a big enough threat. He's never done this, and some may be sceptical about what help ordinary, unprepared soldiers would be against the truly horrifying and unknown...

Section D has access to a small armoury and can provide firearms to its staff, although it does not encourage people to run around waving guns. There are times however when they have their uses.

Section D could also (in theory) request any other piece of equipment it needed, although Alastair does have a budget to bear in mind, and it might take a few days to obtain the item(s).

Section D also has a outlying research facility at Porton Down, and that is led by Professor Alexander Quatermass, who reports to Alastair.

Section D personnel are "on call" and may need to spend a few days working for Section D out of every 4 - 8 weeks. Staff are paid a retainer, plus a bonus for each day on active service, so most staff pursue other careers in the rest of the time.

Directorate of Surplus Resources  
Section A - Reallocation of Intelligence Resources (disbanded)  
Section B - Reallocation of Logistical Resources (disbanded)  
Section C - Reallocation of Human Resources (disbanded)  
Section D - Miscellaneous Resources

## Section D HQ

Section D is based in a large 6-storey terraced house at 64 Baker Street, London. The ground floor includes a reception space and there are offices on the 1st and 2nd floor. The upper floors are mainly used for storage, having previously been used by Sections A - C.

Alastair McDonald (Major, ret.) is a 50-year old Scotsman with a fondness for pipes, tweed suits and fine whiskey. He is an ex-military man and served under Brigadier-General Ashcroft in the Great War. Technically he still reports to Ashcroft, but in practice he runs the show. He is dour, matter-of-fact and pragmatic.

Michael Faversham, 35, is the Manager of the office and reports to Alastair. He is a professional, polite middle class man from

Twickenham and graduated from a fine grammar school, and has made good progress through the civil service.

Terrence Bond, 28, is a senior clerical officer, with a serious demeanour. He mainly deals with payroll and budgets. He is an ex-military man but has chosen to work in the back room rather than as a field operative.

Margaret (Maggie) Howard, 23, is an attractive brunette secretary, who likes to get to know the gossip about new recruits. She looks after the personnel records.

Esther Shuttleworth, 21, is an attractive blonde secretary whose parents come from Sheffield. She is an affable friendly girl and keen to go the extra mile to help.

Jim Kelly, 24, is the office porter and general helper. When not doing a job he mans the door, and so has a good knowledge of faces and comings and goings. He is a working class bachelor who left school at 14. He's quite keen on Maggie and Esther (they know it), but he's not 'eligible' enough for them.

## Annex B

### Non-Player Character Portraits

Unfortunately I cannot include these images in the scenario for reasons of copyright, but here are some links to appropriate images for the main NPCs. (These links are all live at time of publication. If they appear dead later try the Wayback Machine or Google cache.)

Director Elliot Crabb

<http://fifty2go.de/wp-content/uploads/2013/08/Hohenlohe-003-218x300.jpg>

Captain William Murdoch

[http://www.cojeco.cz//attach/photos/lide/Dunlop\\_22251/John-Boyd-Dunlop-1max.jpg](http://www.cojeco.cz//attach/photos/lide/Dunlop_22251/John-Boyd-Dunlop-1max.jpg)

First Officer Henry Tingle

[https://imgix.ranker.com/node\\_img/52/1023376/original/frederick-soddy-writers-photo-1?w=650&q=50&fm=pjpg&fit=crop&crop=fac](https://imgix.ranker.com/node_img/52/1023376/original/frederick-soddy-writers-photo-1?w=650&q=50&fm=pjpg&fit=crop&crop=fac)  
[es](https://imgix.ranker.com/node_img/52/1023376/original/frederick-soddy-writers-photo-1?w=650&q=50&fm=pjpg&fit=crop&crop=fac)

Edward Self

[https://upload.wikimedia.org/wikipedia/commons/thumb/7/7e/Lewis\\_Fry\\_Richardson.png/220px-Lewis\\_Fry\\_Richardson.png](https://upload.wikimedia.org/wikipedia/commons/thumb/7/7e/Lewis_Fry_Richardson.png/220px-Lewis_Fry_Richardson.png)

Profesor William Bragg

<https://www.nobelprize.org/images/wl-bragg-13858-content-portrait-mobile-tiny.jpg>

Wyndham Lewis

<https://collectionimages.npg.org.uk/large/mw124053/Wyndham-Lewis.jpg>

Lord Elmstone Hardwicke

[https://scontent-atl3-1.cdninstagram.com/vp/ef8950959155fd9233ecbff17f54659e/5D242B4F/t51.2885-15/e35/30078115\\_2085786668325425\\_7906520289213677568\\_n.jpg?\\_nc\\_ht=scontent-atl3-1.cdninstagram.com](https://scontent-atl3-1.cdninstagram.com/vp/ef8950959155fd9233ecbff17f54659e/5D242B4F/t51.2885-15/e35/30078115_2085786668325425_7906520289213677568_n.jpg?_nc_ht=scontent-atl3-1.cdninstagram.com)

Lady Calliope Hardwicke

[https://www.thefamousbirthdays.com/photo/commons/d/d7/wk\\_62695\\_42018\\_large.jpg](https://www.thefamousbirthdays.com/photo/commons/d/d7/wk_62695_42018_large.jpg)

Eric Worthy

[https://upload.wikimedia.org/wikipedia/commons/thumb/a/a5/%28Henry%29\\_Austin\\_Dobson\\_by\\_Frank\\_Brooks.jpg/498px-%28He](https://upload.wikimedia.org/wikipedia/commons/thumb/a/a5/%28Henry%29_Austin_Dobson_by_Frank_Brooks.jpg/498px-%28He)

[nry%29\\_Austin\\_Dobson\\_by\\_Frank\\_Brooks.jpg](#)

Lady Flavia Famish

[http://www.art-e-zine.co.uk/vi1\\_230x361.jpg](http://www.art-e-zine.co.uk/vi1_230x361.jpg)

Harvinder Mann

[http://www.ellajkidd.co.uk/images/ynnt/flowers-and-slaves\\_1996/prince2.jpg](http://www.ellajkidd.co.uk/images/ynnt/flowers-and-slaves_1996/prince2.jpg)

Samuel Lamb

<http://www.whenwasitinvented.org/wp-content/uploads/2011/12/Thermos-inventor-James-Dewar.jpg>

Colonel Titus Salt

[https://lettersofrobertlouisstevenson.files.wordpress.com/2016/02/garnet\\_wolseley.jpg](https://lettersofrobertlouisstevenson.files.wordpress.com/2016/02/garnet_wolseley.jpg)

Lucy Mardsen

<http://www.art-e-zine.co.uk/VI6.JPG>

## Annex C - Tainted Ones

In this adventure the investigators will encounter variant Deep Ones called Tainted Ones. The conventional grey-green skinned Deep One is supplemented by a grey, blue and brown skinned variant.

### Blue Tainted Ones

Blues are very large, hulking muscular Deep Ones used as shock troops.

STR 95	CON 70	SIZ 95
DEX 40	INT 45	POW 40
HP 16		
DB: +1d6	Build: 2	Move: 8/10
MP: 8		

Attacks per round: 1

Fighting 65% (32/13), damage 1D6+db  
claws or grapple maneuver  
Throw bio-gel 65% (suffocate)

Armor: 2 point

Skills: Dodge 35%

### Brown Tainted Ones

Browns are equipped with a long tongue tipped with a stinger that can strike at enemies.

STR 60	CON 50	SIZ 80
DEX 70	INT 65	POW 50
HP 13		
DB: +1d4	Build: 1	Move: 7/10
MP: 10		

Attacks per round: 1

Fighting 45% (22/9), damage 1D6+db  
Stinging 10-ft tongue 40% (20/8), 1d3+1d4,  
paralysis toxin (speed 1d3 rounds, duration  
10 minutes)

Armor: 1 point

Skills: Dodge 55%

### Grey Tainted Ones

Greys are physically weaker, but more intelligent with spell casting abilities.

STR 40	CON 50	SIZ 70
DEX 50	INT 95	POW 80
HP 12		
DB: 0	Build: 0	Move: 8/10
MP: 16		

Attacks per round: 1

Fighting 45% (22/9), damage 1D6+db

Armor: 1 point

Skills: Dodge 45%

Spells: Breath of the Deep, Create Mist of R'Lyeh, Implant Fear.

## Annex D

### The Transcendental Geometry of Higher Dimensions

This text is an 19th century treatise on theoretical mathematics and their application to certain occult theories concerning higher dimensions. The author, Professor Theodore Morrow, was a lecturer at the University of Salzburg. He disappeared from the inside of his locked room at a boarding house shortly after self-publishing 100 copies of this work.

The text is difficult to comprehend, but essentially theorises that the universe comprises a number of dimensions, but that humans can only experience 3 of those. The text theorises that with a sufficient comprehension of the geometry of the higher dimensions one could use that knowledge to appear to travel from one place to another in an instant, or perhaps even travel to these other dimensions. Morrow provides a degree of mathematical formulation to support his theories, which is quite challenging for the layman. Morrow theorises that if we can create an accurate representation in 3 dimensions of the higher dimensional geometries, then, because these higher dimensions cannot simply be represented in these dimensions, this representation will in fact be a higher-dimensional entity. In other words, an accurate representation of the higher dimensions can act as a doorway into those dimensions because for a sufficiently high

number of dimensions there will be no meaningful distinction between a representation and a real thing (for example, a 2-dimensional drawing of a house is a representation, but a (to scale) 3-dimensional representation of a house would be a house). Mind boggling.

Language: German

Mythos: +10%

San Loss: 2d8

Reader also gains a skill increase in Science (Mathematics).

Spells: Create Dimensional Gate, Abjure Outer Dimensional Being

#### New Spells

##### Create Dimensional Gate

Minimum Mythos to learn: 25%

Casting Time: 1 hour

San Cost: 1d6

MP Cost: 8

Duration: 1 minute

The caster inscribes a series of arcane and geometric lines on a solid surface up to 10 feet in diameter. This enchants the surface at the culmination of the spell allowing the caster and their companions to pass through the surface and emerge in another dimension. The caster must choose a specific dimension at the time of casting, and the need to understand something about the target dimension. The gate is one-way and temporary; returning to the caster's home dimension requires another casting of this spell. Other dimensions operate on the basis of alien physics and in order to allow the travellers to survive, those passing through the gate are changed to a form which can survive at the destination. This change may not be apparent (e.g. may

occur at a cellular or atomic level), but in some cases travellers find themselves transformed physically into one of the kinds of life form native to the destination (with appropriate San Loss). Such transformations are reversed when the travellers return to their own world through the gate.

### **Abjure Outer Dimensional Being**

Minimum Mythos to learn: 15%

Casting Time: 1 round

San Cost: 0

MP Cost: 6

Duration: permanent

The caster uses a combination of vocal incantations and physical gestures to alter the passage of trans-dimensional energies, and to collapse any trans-dimensional projected waveforms. The spell allows the caster to dismiss outer dimensional entities back to their native dimension, but the spell has no effect on outer gods, gates or objects. The spell also has no effect on Independent Races or other creatures native to our dimension.

To dismiss an entity the caster engages in an opposed Pow contest. For every additional Magic Point spent beyond 6, the caster treats their Pow as being 5 higher.

## **Annex E - Unlife Primer**

Don't panic, but you're dead.

It's ok. You're still you, but somehow you've died, while managing to keep walking around. It's disconcerting, but you'll get used to it.

It probably has something to do with being irradiated by dimensional energy from the infernal engine.

### **Facts**

Your body is dead, so you no longer age (or decompose). You are essentially immortal.

You do not need to breathe, so cannot suffocate, but you can breathe in to speak in the normal way. You are immune to poison.

You no longer need to eat, drink or defecate. You are also impotent.

Your mind is active, so you do need to sleep like a living person or you'll go mad (like a living person would). Sleeping also replenishes your MPs in the usual way.

You still have HP, and these represent physical damage to your body. Your body can be damaged, and this will affect you. For example, if your eyes are damaged you won't be able to see. If your legs are broken you can't walk, etc. At 0 HP you are physically incapacitated, but are probably still conscious.

It will be useful going forward to roll locations for any injuries you sustain: Roll 1d20: 1-3 R Leg, 4-6 L Leg, 7-10 Abdomen, 11-15 Chest, 16-17 R Arm, 18-19 L Arm, 20 Head.

You do not feel pain. You no longer need to make a CON roll to stay conscious if you take a major wound.

You are burnt by fire normally. Likewise, extreme cold will eventually freeze your flesh solid, incapacitating you.

Your consciousness is situated in your head. Severed body parts will not decompose, but they are no longer under your control and are essentially non-functioning.

You no longer heal naturally, so you cannot recover from injuries. You are actually worryingly fragile. Some injuries can, however, be repaired. For example, a cleanly broken leg might be pinned back into place, torn skin can be sewn shut, etc. But some injuries cannot be repaired e.g. if your arm was completely crushed and the bone was shattered, it would be useless.

It's not clear to you how you can actually "die" now. If you take enough damage you will be physically incapacitated, but that won't actually kill you. Perhaps if your body was completely destroyed somehow (e.g. burnt to ashes), then you would finally die.

This is all pretty disturbing. Lose 1d10 San.

S Sun deck  
 A Upper promenade deck  
 B Promenade deck, glass enclosed  
 C Upper deck  
 D Saloon deck  
 E Main deck

F Middle deck  
 G Lower deck: cargo, coal bunkers,  
 boilers, engines  
 (a) Welin davits with lifeboats  
 (b) Bilge  
 (c) Double bottom

