



TRAIL OF CTHULHU

# RMS Titanic: The Millionaire's Special

by Adam Gauntlett



Pelgrane Press

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## The Millionaire's Special

*The Millionaire's Special* is a *Trail of Cthulhu* mini-adventure set on the RMS *Titanic* written by Adam Gauntlett.

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Based on the **GUMSHOE System** by Robin D Laws

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# TRAIL OF CTHULHU

## The Millionaire's Special

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## The Millionaire's Special

*A Trail of Cthulhu scenario set aboard the Titanic.*

### Hook

The protagonists are invited to a private viewing of one of the world's great curiosities: the mummy of Hettunaway, Priestess of Amun-Ra. Also known as the Unlucky Mummy, its owner, the newspaper magnate Jefferson Shaw, is taking it to New York to donate it to the Metropolitan Museum of Art. Legend has it that those who look upon her face are doomed, but Shaw laughs at these superstitions.

### THE AWFUL TRUTH

Shaw also has a device intended to contact the spirit of Hettunaway, which he has tried as an experiment. It had no result that he could see, but it did awaken something he can't control. The *Titanic* is about to hit an iceberg and all aboard will be in peril of their lives, but the protagonists face an additional problem: Hettunaway will try to strike them down before they have a chance to escape.

Pre-generated characters are included. If the Keeper would prefer to let players design their own characters, the only necessary stipulation is that they all be First Class passengers. That in turn suggests a Credit Rating of at least 5, and a suitable background.

### SPINE

*Luncheon with the Great and Good (Core):* opening scene. Protagonists are shown mummy, meet Jefferson Shaw, manservant Soames, steward Poulson.

- *Further Inquiry (Optional):* The protagonists may choose to investigate Hettunaway's history, using the *Titanic's* resources or their own.
- *Luxury Accomodation (Optional):* The protagonists may choose to enjoy the delights the *Titanic* has to offer.
- *Hag Ridden (Antagonist Reaction):* Hettunaway makes her move. This can be combined with either of the optional scenes.

*Unwelcome Attention (Core):* While dining in the *Café Parisien* the protagonists witness an uncomfortable scene between Jefferson Shaw and an unknown woman. They also get the first warning of the tragedy that is to come.

- *A Woman of Modest Means (Optional):* The protagonists talk to Mrs Martin, and discover more of Hettunaway's history.
- *Psychical Society (Optional):* The protagonists may attempt mediumistic enquiry, either using their own resources or getting help from Soames or Poulson.
- *Hag Ridden (Antagonist Reaction):* Hettunaway makes her move. This can be combined with either of the optional scenes.
- *Options, People! (Protagonist Action):* In which the players strategize.

*Amuse Yourself (Core):* The *Titanic* has struck the iceberg, but as yet nobody knows how serious the problem is.

- *Priestess of the Black Pharaoh (Antagonist Reaction):* Hettunaway will strike out at those who blasphemed her, first victims possibly including Jefferson Shaw, Soames, Poulson. She will then move on to the protagonists.

*Survival Instinct (Core):* The *Titanic*

founders. The protagonists must try to stay alive

- *Priestess of the Black Pharaoh (Antagonist Reaction):* Hettunaway will strike out at those who blasphemed her, first victims possibly including Jefferson Shaw, Soames, Poulson. She will then move on to the protagonists.

*Aftermath (Core):* The surviving protagonists take stock of their situation.

## THE SHIP THAT NEVER SANK

I don't propose to describe the entirety of the *Titanic* in a few paragraphs, if for no other reason than it would be a wasted effort. There are movies, books and internet sites which do a far better job of that than I could. However I will spend a little time talking about the ship in general terms, in the hope that the Keeper may find the information useful.

The *Titanic* is almost the last gasp of the Edwardian cruise ship era. These magnificent liners had been built to serve a specific purpose: they transported emigrants to America, in an age when immigration restrictions were minimal. Lady Liberty had promised a refuge for the tempest-tossed and Europe was supplying the huddled masses, but in order to get there they first had to cross the Atlantic, which was no easy thing. The liners serviced that trade, at a price.

Third Class passengers paid for everyone else's pleasure; though each Third Class passenger's ticket was

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relatively low in cost (about \$20, which in real terms was a significant sum of money for the working poor) the sheer number of people willing to pay that price more than covered the cost of building and equipping these ocean monarchs, with a healthy profit margin besides. Until more restrictive immigration laws were passed in 1921, the liners transported over one million emigrants per year for over twenty years to New York City alone.

Liners became a significant source not just of revenue but also national pride. Germany was asserting herself in grand style; the *Deutschland*, *Kronprinz Wilhelm*, *Vaterland*, *Imperator* and *Kaiser Wilhelm II* lorded it over lesser ships. The Cold War of the mid 20<sup>th</sup> Century saw an arms race, and this was a similar contest: an escalating bid to dominate the seas, which promised incalculable financial rewards to the country to manage it.

In a bid to reassert dominance, the British Government subsidised Cunard's *Mauritania* and *Lusitania*, another tragic liner whose sinking during the War was to cause international outrage. The White Star Line, another British company and a chief rival of Cunard, built the *Oceanic*, *Olympic* and the *Titanic*. Rather than compete with Cunard's speedier vessels, White Star intended to beat Cunard in the luxury stakes, principally by offering Third Class passengers modest improvements: reading rooms, smoking rooms, stewards for the cabins and fresh, good food, as well as writing paper with the White Star emblem on it so they could send mail to their relatives at home about their voyage. It was all about competing for that vital Third Class revenue; other liners treated their Third Class passengers appallingly, giving them the worst accommodation and food, not providing for their medical wellbeing or comfort. One reporter even alleged that the staff aboard other liners sexually assaulted female Third Class passengers.

According to the report given to the Immigration Commission of the US Senate, that same reporter, Anna Herkner, said: *'the persons carried are looked upon as so much freight, with mere transportation as their only due . . . Generally the passenger must retire almost fully dressed to keep warm. Through the entire voyage, from seven to seventeen days, the berths receive no attention from the stewards . . . Wash rooms and lavatories, separate for men and for women, are required by law, which also states they shall be kept in a "clean and serviceable condition throughout the voyage." The indifferent obedience to this provision is responsible for further uncomfortable and unhygienic conditions . . . Considering this old-type steerage as a whole, it is a congestion so intense, so injurious to health and morals that there is nothing on land to equal it.'* These were the same passengers the shipping companies relied on for their generous profits. The emphasis on health in the report is no accident; the Senate, and the government as a whole, were deeply concerned that the immigrants they took in be healthy when they arrived, so as not to infect their new home. This was an age when epidemics claimed thousands yearly and antibiotics did not exist. They were terrified of the effect a viral contagion might have, particularly if conditions on board the liners were shown to be fostering a disease-prone environment.

That is why the White Star went the luxury route and applied it across the board. Not for them coughing migrants stuffed into unhygienic steel boxes. Their Third Class passengers would enjoy a pleasant, healthful cruise with amenities that were unheard of on other liners. The *Titanic* was the embodiment of that philosophy, but it was part and parcel of a bid to win revenue for the Line and with that, dominance over Germany and control of the Atlantic migrant trade.

Even so, the Third Class was very carefully segregated from their wealthier fellow passengers. They

might have their own smoking room and access to a lending library, but the Turkish Baths, located on F Deck along with the majority of the Third Class cabins, was off limits to them, as was the gymnasium and other accommodations provided for the enjoyment of First Class passengers only.

This is also reflected in the casualty report. To take one instance: of the children aboard, six were First Class and twenty four were Second Class. Only one of those, a child in First Class, died. Whereas in Third Class there were seventy nine children, of whom fifty two drowned; the rest were saved. This does not represent deliberate policy, whether of the Line or the *Titanic's* crew, but it is a sad testament to the blind spot they shared: to them, Third Class was not as important, and so not as carefully looked after, as the other passengers.

Since its sinking, the *Titanic* has become almost mythic. As if a tragedy wasn't sufficient, conspiracy theories abounded, one of which alleged that the *Titanic* never actually sank at all. Instead it was the *Olympic*, her sister ship, that had foundered. It was all part of a complicated insurance scam in which the ship would be deliberately scuttled at sea and the passengers conveniently rescued by ships that happened to be waiting nearby. Other less insane tales had to do with the luxuries available to the passengers. *Titanic* was already well provided for, what with its barber shops, telephone communication system, gymnasium and squash courts, in addition to its First Class *a la carte* restaurant and *Café Parisien*, a *haute cuisine* establishment run as a concession by Monsieur Gatti. However memories blurred, and in time people began inventing the most fantastic accommodations, including golf courses and a herd of dairy cows to provide fresh milk daily. From a Keeper's perspective, this does mean that you can invent any

amount of decadent facilities, and they will be as 'true' as the survivor's own recollections.

One such story, which has the benefit of being based on a grain of truth, is that of William Thomas Stead. Stead was a pioneering investigative journalist of the Edwardian era, and is credited for being the progenitor of what has become the tabloid press. He was also a world peace advocate and a proponent of women's rights, and wrote *The Truth About Russia!* and *The Americanization of the World*, among others. He was a spiritualist, the editor and founder of *Borderlands* quarterly, in which he propounded his psychical theories. He is one of the more famous victims of the *Titanic* disaster, and according to one report was last seen sitting alone, quietly reading in the First Class smoking room.

Allegedly he was also the owner of the British Museum's unlucky mummy, actually a painted sarcophagus board still on display at the Museum today. According to the myth, Stead bought the mummy that went with that sarcophagus board, a Priestess of Amun-Ra, a relic thought to have malignant properties and which was supposed to have caused the death of at least one person. Mindful of its reputation he smuggled it in with his car, only revealing its presence to some of his fellow passengers when the ship was under way, on the 14<sup>th</sup> April.

By the 15<sup>th</sup>, the *Titanic* was on the bottom of the ocean.

### TITANIC TIMELINE

For the benefit of the Keeper, a sketch outline of the *Titanic's* last hours is included here. All real-world data has been sourced from Walter Lord's *A Night to Remember*. Important scenario events are also included, and those are given in *italic*. All times are given in 24-hour clock. Exact times are not given for some events following the sinking.

#### 10<sup>th</sup> April 1912

**1200:** Leaves Southampton, narrowly avoiding collision with another liner.

**1900:** Stops at Cherbourg for passengers.

**2100:** Leaves Cherbourg bound for Queenstown (now known as Cobh), Ireland.

#### 11<sup>th</sup> April

**1230:** Stops at Queenstown for passengers and mail.

**1400:** Leaves Queenstown bound for New York, with 1,316 passengers and 891 crew.

#### 12<sup>th</sup> April

**1200:** *Luncheon with the Great and Good (Core)*

#### 13<sup>th</sup> April

**1200:** *Unwelcome Attention (Core)*

#### 14<sup>th</sup> April

**0900:** Liner *Caronia* reports ice, latitude 42 degrees North from longitude 49 to 51 degrees West.

**0142:** Liner *Baltic* reports ice.

**0145:** Liner *Amerika* reports ice.

**1400:** Temperature is 43 Centigrade.

**1430:** Temperature is 39 Centigrade.

**1430:** Liner *Californian* reports ice.

**2100:** Temperature is 33 Centigrade.

**2130:** Second Officer Lightoller warns carpenter and engine room to watch fresh water

supply, as the pipes were in danger of freezing. Also warns crews to keep watch for ice.

**2140:** Liner *Mesaba* reports ice.

**2200:** Temperature is 32 Centigrade.

**2230:** Sea temperature is 31 Centigrade.

**2300:** Liner *Californian* reports ice.

**2340:** *Titanic* hits iceberg.

**2350:** *Amuse Yourself (Core)*

#### 15<sup>th</sup> April

**0005:** Orders are given to uncover the boats, muster the crew and passengers.

**0015:** First wireless call for help.

**0045:** First rocket fired. First boat lowered.

**0140:** Last rocket fired.

**0205:** Last boat lowered.

**0210:** Last wireless signals sent.

**0220:** Ship founders.

**0220:** *Survival Instinct (Core)*

**0330:** Liner *Carpathia's* rockets sighted by boats.

**0410:** First boat picked up.

**0830:** Last boat picked up.

**0850:** *Carpathia*, after some deliberation as to best course of action, heads for New York with the survivors.

New York newspaper *Evening Sun* runs banner headline: *All Saved From Titanic After Collision*. The report alleged that the passengers had been taken aboard the *Parisian* and *Carpathia*, and the *Titanic*, still afloat, was being towed to Halifax.

*Carpathia* radio silence keeps spread of news to minimum from this point until its arrival in New York. Several newspapers print accounts of the wreck, most of which were not factual.



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18<sup>th</sup> April

**2037:** *Carpathia* arrives in New York and docks at pier 54, with 498 *Titanic* passengers and 212 *Titanic* crew. The Social Register, which kept track of arrivals and reported them by the name of the ship, listed them as 'Arrived *Titan-Carpath*, 18<sup>th</sup> April 1912.'

*Aftermath (Core)*

## LUNCHEON WITH THE GREAT AND GOOD

The protagonists are gathered in Jefferson Shaw's luxurious suite on A Deck. A Deck is for the exclusive use of First Class passengers; other amenities on this deck include the First Class lounge, reading lounge, smoking room, Veranda Cafe and Palm Court. The children of First Class passengers tend to play in the starboard side of the Palm Court, as it's often deserted; the port side of the Palm Court is next to the smoking room, where the adults go to relax. All the rooms, including the First Class suites, have magnificent views of the sea. As this scene is set during the day, the weather is bright and sunny, if slightly chill, and children's laughter can occasionally be heard.

The room is decorated in high Edwardian style, with some touches of Art Nouveau. The woodwork and panelling is matchless, though it does make the room seem a little dark. It's designed with the same eye to luxury as the finest hotels and there are many modern touches, including an electric fireplace and telephone. The suite has three rooms: a reception area, where the party is being held, a private bedroom area and study for Jefferson Shaw, and a separate, smaller room for his manservant Soames. All of the curtains are drawn, which makes the room seem even darker, and although the weather is

a little cold outside in the suite, inside it feels almost stiflingly warm. Jefferson Shaw has used his charm and influence on the proprietor of the *Caf  Parisien*, and a selection of excellent appetizers has been arrayed on side tables along with several bottles of chilled champagne. The steward, Poulson, oversees the staff of the *Caf  Parisien* as the food is brought in, and makes sure that Jefferson Shaw has everything he wants.

What appears to be a packing crate is set against one wall. It's quite large, easily twice the size of a steamer trunk, and must have been difficult to get up onto A Deck never mind into the room.

The following people are here:

- *Jefferson Shaw* [Newspaper Mogul, Assess Honesty 2, Bureaucracy 4, Credit Rating 9, Flattery 4, Health 6, Languages 4, Occult 3, Stability 7, Sanity 5] A well-fleshed man in his middle forties, used to command without question. He believes in the modern world, the world of electricity and science, but ties those beliefs into a spiritualist mind-set. In the past he's put money into devices intended to harness psychic energy and contact the dead, and he recently financed an expedition to Egypt to further investigate what he describes as 'the parapsychological architecture of the Pharaohs.' The protagonists have probably never met him, but will have read his newspapers or heard of his exploits.
- *Soames* [Manservant, Athletics 6, Accounting 2, Bargain 2, Credit Rating 3, History 1, Health 8, Sense Trouble 1, Scuffling 4, Stability 7, Sanity 6] A silent but capable man in his late thirties, Soames is used to making sure his employer gets what he wants. He keeps himself out of the way as much as possible, but will immediately step forward if either his master or his master's guests require anything. He prides himself on being unflappable.
- *Poulson* [Ship's Steward, Athletics 5, Assess Honesty 2, Bargain 3, Flattery 4, Health 8, Reassurance 2, Stability 7, Sanity 5] A cheerful man in his middle forties, grey haired but in remarkably good condition. He's one of life's natural workers, the sort that thinks long hours for little pay is perfectly reasonable so long as his position is respectable. The *Titanic* is a considerable step forward in his career, and he's very proud of his new post.

The Keeper may also wish to include other upper class NPCs, as needed for window dressing, but none of them will have a plot function. Potential NPCs include:

- Mr James Crawley, cousin and presumptive heir of the Earl of Grantham. Effortlessly charming, of the old school of English aristocracy. He is a large landowner in his own right and is perpetually concerned with his tenants and estate.
- Captain Edward Smith, a trim, capable man on the verge of retirement. He has seen out the days of sail and intends to end his career on a high note. He will only pop in briefly while the party is in progress, as he has a ship to command, but Jefferson Smith is a crony of his from previous voyages on other liners and he is happy to oblige a friend by hobnobbing with his guests.
- Richard Ward Sturges, an American who has been living in Europe for many years. He is separated from his wife, and craftily snuck aboard with a steerage passenger's ticket to confront her. He doesn't want her to steal his daughter and son away to America. He has considerable resources in his own right, which is how he was invited to this gathering.
- John Jacob Astor IV, socialite, inventor and author of the science fiction tale *A Journey In Other Worlds*. Like Shaw, Astor is fascinated by technology and boundlessly enthusiastic about its potential. He is also a divorcee –



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scandalous at the time — and took as his second wife an eighteen year old girl, Madeline Talmadge Force. The furore that erupted forced the couple to take an extended honeymoon in Europe and Egypt. This is their journey home.

The Keeper is free to invent others as needed. The essential point to bear in mind is anyone at the party is in danger of death, which is why (for instance) Astor is without his wife Madeline — she survived the sinking, he did not. It's also why James Crawley is present and not his son, Patrick.

Jefferson Shaw is brimming with enthusiasm for his latest project. He intends to give the New York Metropolitan Museum of Art a substantial donation, including artefacts his expedition to Egypt retrieved and other items that he bought from the British Museum, all of which he intends to combine in a display of what he describes as 'parapsychological developments of the first magnitude, as developed by the ancients, which we can now harness with the technology at our disposal!'

He has a slide show presentation prepared; Soames will handle projectionist duties while he expounds his theories. The transparencies are mostly of Egypt and Jefferson Shaw's expedition, as well as architectural diagrams intended to illustrate his theories about the design of the pyramids and their implication for psychic research. Once the slide show is over he directs them to the centrepiece of his exhibit, contained in the packing crate behind them. With a flourish he opens the lid wide, revealing an exquisitely painted sarcophagus board, the inner coffin lid of a member of Egyptian aristocracy, as fresh today as when it was first put in the tomb more than two thousand years ago.

'This, ladies and gentlemen, is the

famous Priestess Hettunaway, of the royal lineage of Amenhoten and Ahkenaten, daughter of Kings and sacred to the God Amun! No doubt you have read about her in my newspaper, but cold print fails to do her justice. You are the very first to see her in the flesh — so to speak! — since my people discovered her tomb, fifteen months ago. But this is only the outer covering; now see the woman herself!'

He removes the coffin lid, to reveal the mummified body of a woman in her twenties, wrapped in sacred linens. The face is delicate and beautiful, if haughty. The desert and careful preparation has perfectly preserved her.

'Once we get her to New York, of course, my people will remove the wrappings so we can study the charms and amulets hidden underneath. The Metropolitan will get the sarcophagus board, while we get the spoils!'

After this presentation the luncheon begins in earnest, with plenty of champagne and food delivered by staff. Jefferson Shaw is more than willing to answer questions, and there are other things in the room that the protagonists may notice.

### 1 point clues include:

- *Archaeology, History*: The mummy is definitely genuine, and of the period. However there are odd markings on the sarcophagus lid, inconsistent with other burials of the period. It's almost as if whoever created the board intended it to keep the mummy imprisoned, with magical wards. It certainly isn't the kind of thing you'd expect to find on a sarcophagus board, and may have been added afterward. That would suggest that the mummy was disinterred and then the markings added; someone really didn't want this one coming back from the Land of the Dead.
- *Occult*: Several of the invocations

written on the sarcophagus board are curses written in the name of Set, the Jackal-Headed, son of Nut and Geb. Set is associated with chaos and darkness, and in mythology murdered his brother, Osiris. He is a demon-god, harbinger of ruin. Curses in his name are supposed to be particularly lethal.

- *Evidence Collection*: There's a very peculiar, sweet-but-musty smell in the air. It's reminiscent of incense, the sort of thing Eastern Orthodox churches use in their ceremonies. Either Soames or Jefferson Shaw can confirm that no incense has been used in the room since they arrived, but agree that they can smell it too. Possibly the mummy is the source of the odour.
- *Electrical or Mechanical Repair*: Though it has been carefully tidied away, there are some electrical wires, clamps, and some kind of energy generating device kept close to the mummy. Close inspection of the mummy shows that the bandages have been slightly disturbed, particularly around the head and face, as if someone attached clamps there.
- *Flattery, Oral History [Jefferson Shaw]*: He hopes to astound the scientific world with another discovery soon. He thinks that his studies of Egyptology have provided a breakthrough in his long-standing project, to develop a device to facilitate communication with the dead. So far he has had no success, but he thinks that is about to change. He has in his possession several manuscripts which he feels will be the key to resolving this problem. He doesn't want to reveal his sources yet, so he won't let anyone see those manuscripts.
- *Oral History, Reassurance [Soames]*: There was a great deal of difficulty getting the mummy out of Egypt. Pressure from the authorities and some local protestors nearly made it impossible, but after several generous donations Jefferson Shaw got his way. Some of the protests

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were 'nonsensical superstitions, the sort of thing you or I wouldn't give a second thought.' Some local mullahs prophesied doom for the 'infidels who dared steal the Priestess from her homeland,' but that's not the sort of thing Soames or his master take seriously.

- *Reassurance, Credit Rating [Poulson]:* The mummy had to be brought aboard in secret to avoid upsetting some of the passengers, and crew. 'People do talk, sir, and what with the reputation that lady picked up in the space of a few short months, well! Unlucky mummy is all very good as a newspaper headline, but it doesn't do to let it be known that this sort of thing is aboard. Still, Mister Shaw is a very generous-minded man, and a good friend of Captain Smith. We were pleased to be able to be of assistance.'

**Stability loss** includes:

- **1-point:** Seeing the mummy is a chilling experience. Other mummified remains seem somehow inert and lifeless, compared to this young woman. Her innate vitality and hunger for life seems to radiate from her even now, several thousand years after her death. Like the Mona Lisa, her gaze, though eyeless, has the uncanny knack of following a person about the room.
- **3-point:** At one stage in the proceedings, one or more protagonists' gaze wanders aimlessly and they catch a glimpse of a mirror that reflects back into the room. In that mirror there appears to be an extra guest at the party: a woman, dark-haired, with a painfully thin face and eyes of ebon black. She glares out of the mirror right at the protagonist. By the time anyone else's attention is drawn, the apparition has vanished.

### Further Inquiry (Optional)

Once the party has broken up, protagonists may wish to carry out further investigations. They may wish

to know more about Jefferson Shaw, his expedition, Hettunaway, or Egyptology and ancient curses.

The most reasonable means of finding out about these things is either by talking to fellow passengers and crew (**Oral History, Reassurance, Flattery**), or by studying in the *Titanic's* well-appointed First Class library (**Library Use, Law**).

If they talk to passengers or crew, the Keeper may need to invent a few likely NPCs. Some of those encountered at the party (Soames, James Crawley, John Jacob Astor, Captain Smith) have known Shaw for years or have encountered him at public events, and can help fill in some of the blanks. People like Soames or Poulson know Shaw through their working relationship; Soames has been with Shaw for many years now, and Poulson has encountered Shaw on more than one White Star liner. These are the people best placed to help the protagonists learn more about Jefferson Shaw and his expedition.

The protagonists may also want to talk to experts, and as luck would have it there are several people aboard the *Titanic* who qualify. These are men and women who have studied Egypt and the Occult extensively, and talking with them can grant pool points as well as information. Pool points can only ever be granted once, to one character; experts cannot be mined for extra pool points.

### 0 point clues:

- Jefferson Shaw's business interests stretch across the globe. His newspapers are read daily all over America and Europe. He is the intimate friend of Kings and Presidents, and his opinion is often sought by the great and powerful.
- Jefferson Shaw's interest in Spiritualism is well known. He has tried several different inventions

based on electric communication with the dead, none of which have worked the way he intended. He is a great friend of Thomas Edison, and has picked the brains of the Wizard of Menlo Park more than once to help Shaw's experiments.

### 1 point clues:

- His Egyptian expedition was controversial. Shaw proposed to take many of the artefacts out of Egypt, a decision that was strongly contested by the authorities. There were allegations of theft, bribery of public officials and other scandals. One young protestor even committed suicide right in front of Shaw's hotel, in a misguided attempt to shame Shaw into backing down. It all blew over after a while, but at the time it looked as if a major embarrassment was brewing.
- Hettunaway, the 'Unlucky Princess' or 'Missing Priestess' as the media came to know her, has been a minor celebrity of the Egyptology world ever since her tomb was discovered. It lacked the burial ornaments common to other tombs of the period, and very little information is known about her. Some alleged that she had been deliberately erased from history by her contemporaries, because she was faithful to a god other than Amun-Ra. According to rumour misfortune follows in her wake, and she is blamed for several inexplicable accidents and one death.

### 2 point clues:

- **Expert, Egyptology [Professor Gottlieb].** Hettunaway is supposed to have been an apostate who worshipped Set, in his guise as the Devourer of Man. These rites were abominable in the extreme, often involving blood sacrifice and the murder of children. This cult was first established by the Black Pharaoh Nephren-Ka, he who was abhorred by Osiris and struck down by Horus, and elements of this superstition are

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still extant today, practiced by a group called the Beloved of Set. Hettunaway was reviled when she was alive but no-one dared act against her; after her death, her body was disinterred and sacred rites performed that ensured she would never escape her tomb.

**Grants 1 pool point Occult.**

- **Expert, Occult [Ichiro Takahashi].** Curses of the type seen inscribed on the sarcophagus board have been credited with more than one death, in modern times. Lord Carnarvon, Howard Carter's backer, is one of the most famous victims. In this particular instance the inscriptions seem to be less curse than warning; they indicate that the mummy interred in the sarcophagus is beloved of Set, and should not be allowed either into the Land of the Dead or the world of the living. Hettunaway is known by some scholars to have been a Priestess of Nyarlathotep, the Black Man of legend, he who was a Pharaoh of Egypt, enemy of Osiris and bane of the lands of the Nile. **Grants 1 pool point Cthulhu Mythos.**

The *Titanic's* First Class library is very well appointed. It includes all the latest periodicals and magazines as well as literature on any number of subjects, including history, recent events, and law.

**0 point clues:**

- Several magazines have extensive articles about Jefferson Shaw's Egyptian expedition. They include a detailed history of the accidents that occurred while the dig took place, which injured or crippled several dragomen, two Europeans, and a noted American Egyptologist. When Hettunaway was first displayed in Cairo, there were riots outside the museum until the authorities locked her away in the museum's vaults, out of sight. Political extremists attempted to assassinate two British officials who spoke in favour of allowing Shaw to remove Hettunaway's mummy from Egypt.

- The woman who committed suicide outside Shaw's hotel allegedly said, before setting herself on fire, *'Plaques shall follow in her footsteps, and the thing that speaks for the Old Ones shall laugh to see her returned to the world of men.'*

**1 point clues:**

- There are several articles about Jefferson Shaw's past exploits, including his electric and mechanical efforts to talk with the dead. According to one of them, Shaw alleges that the ancient Egyptians knew more about this process than modern man, and claims that they used devices like his *'to communicate with entities the like of which we can only imagine. It's said that the very source of the universe was at their disposal, that they had access to power the like of which makes electricity seem like a child's toy. There are studies by men discredited today – men like Ludwig Prinn who was unjustly accused of sorcery, what we would today call chemistry – who draw on the secrets of Atlantean scholarship, preserved by Philetas and other ancients, which were passed on to the Egyptians when that civilization fell. If we could only re-establish communication with these ancient dead, we too could learn the secrets that they have kept so long in silence!'*
- Given the current laws, both international and Egyptian, governing the treatment of artefacts, it is highly unlikely that Jefferson Shaw had permission to remove Hettunaway or the other artefacts he currently possesses. Smuggling is perhaps too strong a word, but something very like it must have happened for him to have her mummy in his possession.

## Luxury Accommodation (Optional)

The protagonists may prefer to enjoy the facilities on offer.

*Titanic* is the most luxurious ship in the White Star fleet, which means it's the last word in decadence afloat. Possible means of enjoying oneself include:

- *Café Parisien*, run by Monsieur Gatti and his team of Italian and French staff and chefs. They serve high level food, as epitomized by the famous Escoffier, magisterial author of *Le Guide Culinaire*. The cooking is French, with delicate sauces and fine wines to accompany the meals.
- Turkish Baths, including Electric Baths, an early and primitive form of tanning bed. Turkish baths are steam baths; patrons are softened up in the warm room, then cooked in the steam room before being cooled off and massaged.
- Swimming pool, or more accurately a heated swimming bath. It wasn't built for Olympic-style exercises, but for a more sedate kind of enjoyment. This is located on G Deck. It was the second such bath to ever be installed on an ocean liner, and may be something the characters have never experienced before.
- Squash Court, for the more athletically inclined. This was down on G Deck, the lowest occupied deck in the ship, which is also where the mail room and Third Class accommodation were located. It will be one of the first areas to flood, after the impact.
- Common Rooms, Smoking Rooms and Reading Rooms were all segregated by class, and First Class passengers didn't have to share with anyone else. The library is extensive, and *Titanic* even has its own newspaper, the *Atlantic Daily Bulletin*. These rooms are all up on A Deck, not far from Shaw's suite.
- Gambling is rife on all the liners,





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and *Titanic* is no exception. It isn't deliberately organized by the crew or the Line, nor is there a casino as such, but those who wish to play gather in the Smoking and Common rooms for cards. When the iceberg struck, the bridge game was only briefly disturbed. One of the more famous stories about the *Titanic's* dead concerns Jay Yates, a professional gambler who, when the ship was sinking, gave a note to one of the women in the lifeboats to send to his sister in Ohio. Gambling should be treated as contests, with the **Gambling General Pool** being equal either to the character's **Sense Trouble** (for someone who isn't cheating) or equal to **Sense Trouble** plus the average, rounded down, of the character's **Filch** and **Athletics** pools (for those who use manual dexterity and unorthodox tactics to get an edge). So a character with **Sense Trouble 2**, **Athletics 6** and **Filch 2** has an initial **Gambling** pool of either 2 (if only using **Sense Trouble**) or 6 (being 2+4). Assume that NPC gamblers have pools from 2 to 8. Should the character lose, they suffer a dip in **Credit Rating** equivalent to the amount of **Gambling** pool points they spent in that contest. If they win, **Credit Rating** rises by the amount of **Gambling** pool points they spent.

- Dining at the Captain's Table is one of the high points of any passenger's shipboard routine, and Captain Smith is a popular and well respected man who has a following among many of the First Class passengers. Dinner is a black tie event, attended by the most influential and famous passengers. Bon Voyage or Get Together dinners are usual at the start of the journey, and Farewell or Landfall dinners are held at the end of the trip. This is the *Titanic's* maiden voyage, so the chefs will do their uttermost to make sure that every dinner is a gala event. There are also dances with live music, 'races' with toy dogs and

horses, cocktail parties (Rum Punch, Dry Martinis, Bronx Cocktails and Champagne Cocktails are all drinks of the period), deck sports like shuffleboard and quoits, deck cricket matches (potential teams include women versus men, First Class versus Second) and any number of other entertainments, usually organized or presided over by the ship's stewards.

If the Keeper chooses to run a subplot, say a shipboard romance, this is a good scene to start it. Allow the protagonists time to get used to their surroundings, subtly reminding them that these accommodations are all their own by showing them stewards and ship's officers keeping Second and Third Class passengers out of these areas.

This can be considered a floating scene, in that it may take place either after *Luncheon With The Great And Good* or *Unwelcome Attention*, but not after *Amuse Yourself* since by that point the *Titanic* is doomed.

This scene is a good means of refreshing General ability pools. If the Keeper wishes, it can also be a means of refreshing Stability mid-session, though if that is the case no more than 2 **Stability points total** can be refreshed in this way. From a narrative point of view, think of it as a successful Psychoanalysis spend by an NPC, as a one-time-only refresh.

### Hag Ridden (Antagonist Reaction)

This is a floating scene that can occur at any point after *Luncheon With The Great And Good*. It can occur in the middle of the scenes *Luxury Accommodation* and *Further Inquiry*. It can also occur after *Unwelcome Attention* or during the subsequent optional scenes *A Woman of Modest Means* and *Psychical Society*. It stops once *Amuse Yourself* has started, and will not occur again after that scene.

Hettunaway's spirit has been contacted by Jefferson Shaw, and though it did not respond to his primitive communication efforts it is active and angry. It will lash out at anyone who has profaned her mummy, which includes everyone present in the *Luncheon With The Great And Good* scene. At the moment its powers are limited, but that will soon change.

It appears either as a shapeless entity of darkness and smoke (perhaps in the Turkish Baths, or in one of the many elevators, or in the Smoking Room), or as a woman in a patterned shawl, much like many of the Third Class passengers. It is always accompanied by an odd, sweet but pungent odor, not unlike incense. That may serve as a **Sense Trouble** trigger, reducing the Difficulty Number of such tests from 4 to 3 once the pattern has been recognized.

Potential attacks include:

- **Intense Gaze:** Her fierce hatred can paralyze a person in their tracks, sending a wave of fear through the intended target. **Stability Loss 3**, **Magic Cost 1**, and if the Stability Test fails then the target is paralyzed for two rounds.
- **Withering Touch:** If a victim is touched or caressed by her mummified brown fingers, the victim's flesh deadens and sears as though burned. The wounds are very similar to the flash burn caused by electric shock. **Stability Loss 5**, **Magic Cost 2**, and **1d6 Damage**. Typically this occurs after the target has been paralyzed by her intense gaze.
- **Nightmares:** She can invade a target's dreams and turn them into soul-shattering nightmares, in which the victim is pursued by ghouls, and worse, through a labyrinth beneath a pyramid, before escaping outside to be confronted by the faceless Sphinx. As this is a Mythos-inspired Stability

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test, the **Difficulty is 5, Stability Loss 3, Magic Cost 1**. If this Stability Test fails then the Difficulty of all subsequent Stability Tests caused by Hettunaway or finding one of her victims' corpses is **increased by 1**.

*General Abilities:* Magic 8, refreshed each night. Cannot be injured by weapons, cannot stand and will retreat from sunlight or bright artificial light. She will vanish into thin air after she has successfully attacked a target, or after her target has successfully made a Stability Test.

### Unwelcome Attention (Core)

This scene has been scripted to occur on 12 noon, 13<sup>th</sup> April. If necessary this can be switched to a different date and time, but in any case it can only occur after the previous core scene *Luncheon With The Great And Good*.

The protagonists encounter Jefferson Shaw again, in the public rooms. This has been scripted for the *Café Parisien* but if need be can take place elsewhere. Jefferson Shaw is holding court, pontificating for a group of his admirers while enjoying a pleasant meal. Monsieur Gatti is positively fawning over him, making sure the service is to his satisfaction and providing him with every amenity. Several characters from *Luncheon With The Great And Good* are also present, (eg. James Crawley, Richard Ward Sturges), asking him about his adventures in Egypt. If the protagonists want to pursue enquiries (as per *Further Inquiry*) they should be allowed to do so.

Partway through the meal Jefferson Shaw is interrupted by a nervous but determined young woman who tries, at first, to persuade him to 'get rid of that horrible creature' and soon begins to yell that Shaw is taking 'an unconscionable risk letting that thing aboard!' Clearly by her dress she is

at best a Second Class passenger (or worse, Third) and Monsieur Gatti is appalled that such a person has been allowed to invade his *Café*. She is turfed out in short order, and told not to return.

**0 point clues** include:

- Though the woman clearly isn't a First Class passenger, she does seem somehow familiar. Perhaps she's notorious for something and has had her picture in the papers.
- She's wearing a wedding ring and mentions her husband at one point in her emotional tirade. Though she's of the lower classes she seems well educated but English is clearly her second language. Perhaps she's French.

**1 point clue** includes:

- **Archaeology, Oral History:** Either the protagonist recognizes her or one of the staff of the *Café Parisien* enlightens him. The woman is Jacqueline Martin, wife of the Egyptologist Renaud Martin and a noted scholar in her own right. Monsieur Martin was part of Jefferson Shaw's recent Egyptian expedition. There was some sort of problem (the protagonist can't remember what, or his contact cannot say) and Renaud was injured. It was a *cause célèbre* for a few days, and then the story was dropped.

Potential **Stability Loss** includes:

- For a brief but shattering moment the protagonists get a glimpse of the tragedy in store. Many people present in the *Café Parisien*, including Monsieur Gatti, all of his staff, Jefferson Shaw and many others, are about to drown in the wreck. The protagonists feel dizzy for a moment, the smell of incense is in the air, and then the air around them seems to thicken, as though they were seeing everything through a green haze. [In fact, it is as though they are deep

underwater, though they may not realize this.] Monsieur Gatti and the rest are still here, but their flesh is pale and bloated, and they drift aimlessly, their eyes milky and dead. The atmosphere is breathtakingly cold, almost painfully so. **Stability Loss 4**

### A Woman of Modest Means (Optional)

The protagonists may choose to follow up with Jacqueline Martin.

She is actually in Third Class, and her cabin (shared with two other women) is on G Deck. If the protagonists don't catch up with her straight after her *Unwelcome Attention* scene she may be difficult to find, as she'll vanish into Third Class accommodation, unfamiliar territory for the protagonists. Without a name (assuming they didn't make a point spend in the *Unwelcome Attention* scene) the *Titanic* crew and stewards will be unable to help the protagonists find her, though they'll try their best. The protagonists' most likely means of finding her is to wander through Third Class public rooms, the open air promenade on C Deck, the Third Class dining saloon on F Deck, or just generally hang around in the corridors where the Third Class cabins are located.

The reaction of Third Class to these well-heeled interlopers is polite but chilly. Third Class passengers know their place and some of them resent it, but whether they do or do not, they won't willingly interact with the protagonists. Some of the children may make fun of them, but nobody else will speak to them unless pressed. Women are segregated from the men, and male First Class passengers seeking out a female Third Class passenger will not be welcome.

Jacqueline Martin is French, and her English is not her best when she is excited or upset. **Language** may be



useful here, as may **Oral History**, **Reassurance** and **Flattery**. She will fly into hysterics if any attempt at **Intimidation** is made.

**0 point clues** include:

- Jefferson Shaw is a very reckless man. He stole the mummy out of Egypt even after being warned that keeping it was unsafe. He probably bribed several British officers and members of the government to get this done.
- The mummy (she never refers to it by name, as though afraid to say the name aloud) is very, very dangerous and must be put back underground as soon as possible, where it can do no more harm.

**1 point clues** include:

- **Oral History:** When her husband fell ill, at first they thought it was an ordinary fever; serious, but not fatal. Then he began to suffer 'the dreams' — those horrible nightmares, that woke him screaming! It was then that he babbled about the demon Pharaoh Nephren-Ka, and the terrible God he served, as though the damnable witch had been whispering terrible secrets in his ear as he slept! It took him five days to die, and each of those days was a prolonged torment. I never believed in such things. I thought curses were children's stories, and then I saw her — once and once only, praise God! It was she, the mummy, come back to claim her due!
- **Reassurance:** She is able to describe some of Jefferson Shaw's experiments, which he carried out almost as soon as the mummy was discovered. His devices were small at first, and then he built more complicated versions, attaching electrodes to the mummy's head in the hope of improving reception. When one of these machines exploded, it severely injured an American scholar who happened to be present. Each time Shaw conducted another experiment, the

malignant properties of the mummy seemed to grow, as though he were somehow feeding it.

- **Flattery:** She says she has been able to protect herself with a charm obtained at great cost from a wise man she encountered in Cairo. This charm is proof against all evil spirits. She will show it to the protagonists, and anyone with **Cthulhu Mythos** recognizes it as an Elder Sign. She won't part with this at any price, though it can be **Filched** at Difficulty 5.
- **Evidence Collection:** There is an odd, sweet but pungent odour in the Third Class rooms, not unlike incense. Though Jacqueline claims not to notice it, clearly she has and is afraid of what it might mean.
- **Assess Honesty:** Jacqueline Martin believes everything she says, and holds nothing back. She's terrified almost out of her wits and probably would rather be a thousand miles away from Hettunaway, but is determined in spite of everything to get Jefferson Shaw to rebury the mummy before anything worse occurs.

The Elder Sign, if taken, can protect one room against Hettunaway's intrusion if its owner hangs the sign on or above the door. However this only works against her spiritual form as encountered in *Hag Ridden* and otherwise has no effect on Hettunaway. Jefferson Shaw won't take it seriously and will refuse to use it. He may even go so far as to throw it overboard, or have Soames do it for him.

## Psychical Society (Optional)

The protagonists may attempt a mediumistic inquiry, perhaps even going so far as to arrange a séance or use Jefferson Shaw's communication equipment.

Anyone with **Occult** would know how to conduct a séance. If they want to use Jefferson Shaw's device they'll need to get into his suite. That means they'll either have to persuade him (**Flattery** works well) or break in, using a combination of **Locksmith** and **Shadowing** to get in unobserved. *Titanic* stewards like Poulson would never let anyone into another guests' suite, no matter how much financial inducement or **Intimidation** is used. In fact, those tactics are likely to get Captain Smith involved, as the stewards' first reaction will be to alert the officers. **Mechanical** or **Electrical Repair** (Difficulty 4) will be needed to make the device work, but if Jefferson Shaw is willingly helping the protagonists then no roll is necessary.

Anyone inside Jefferson Shaw's suite who makes an **Evidence Collection** spend finds Shaw's copy of Ludwig Prinn's *De Vermis Mysteriis*, German black-letter 1587 edition. Skimming this book gives the reader 2 dedicated pool points for any investigative pool involving Egypt, Arabic lore or the undead. Intensive study adds +1 **Cthulhu Mythos**. This copy of *De Vermis Mysteriis* has a special addition: the binding is wooden board covered with faded red velvet and embossed with silver, including a silver Elder Sign on the front. Shaw has made many marginal notes and some of his schematic drawings are stuffed between the pages as bookmarks. It is clear from these notes that Shaw is relying on some of Prinn's alchemical theories to help create his own devices. This spend can't happen if Shaw willingly let the protagonists into his suite, as either he or Soames will object to people poking around his rooms looking for clues.

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Attempting to contact Hettunaway requires a **1 point Occult** spend, or a **Mechanical** or **Electrical Repair** check if using Shaw's device.

At first it seems as though nothing will happen. Then the medium goes into convulsions (*séance*) or the device explodes (mechanical/electrical) in a shower of sparks. At the same moment black smoke pours either from the medium or the device. There is a sweet, pungent odour. Hettunaway has been summoned.

In addition to the powers listed in *Hag Ridden* she can:

- **Reveal Fate:** She can make people see what is about to happen. Just as in the *Café Parisien*, those affected see the drowned *Titanic* and the remnants of her passengers and crew. This time the dead cluster around the protagonists, clutching at their clothes, weighing them down until their lungs begin to burst from lack of oxygen. **Stability Loss 4, Magic Cost 1 per target.**

She now has **Magic 10**, not the 8 listed in *Hag Ridden*, as she has grown stronger.

She will attack indiscriminately for a few rounds, and then vanish as soon as two or more people have successfully made Stability Tests. Alternatively she will vanish immediately if confronted with bright natural or artificial light.

If Shaw was present when this happened then he is shaken by the experience, but refuses to admit that his experiments are misguided. He feels that there is a mechanical fix, and if he can just work out what that is he can make contact with Hettunaway properly. Once that's achieved, he'll be able to stop the attacks. Clearly there's some kind of misunderstanding, which can be cleared up as soon as he opens communication with Hettunaway.

### Options, People!

#### (Protagonist Action)

At some point the players are going to wonder what they can do about Hettunaway. This section attempts to cover some of the more likely options.

Protagonists who go this far may be convinced that the best way of dealing with the problem is to destroy the mummy, perhaps by throwing it overboard. That means they will need to get into Jefferson Shaw's suite, get out with the mummy, get to the promenade and throw. This will be difficult if Shaw is present as Shaw, Soames and the *Titanic* crew will try to stop the protagonists. Whether or not Shaw is present once the protagonists get out onto the promenade they are in a public space, and the people there will instinctively try to stop the protagonists throwing what looks at first glance like a woman overboard. The Keeper should also bear in mind that the promenade is an enclosed space and the windows will be shut (historically this became a problem later when the boats were lowered) so it isn't as simple as rushing to the rail and chucking the mummy overboard. Several **Athletics** tests at increasing difficulty (going up to **+7 Difficulty** or more) may be necessary to throw the mummy over the side. Protagonists who do this whether successful or not may be locked in a holding room down on G Deck while Captain Smith decides what to do with them, and as the iceberg gets ever nearer a G Deck prison may be a death sentence.

They may try to destroy the mummy in other ways, perhaps by fire. Unfortunately the fireplace is electric and won't accommodate a burning mummy. Any attempt to set her on fire inside Shaw's suite will attract attention, on account of the smoke and smell. That will get Poulson involved, and soon after him the ship's crew. This may involve **Athletics** or **Scuffling** tests. Assume all ship's crew have base

**Scuffling 7** and **Health 7**. As before, protagonists who go this route may be locked in a holding room down on G Deck while Captain Smith decides what to do with them.

Any attempt to destroy the mummy may provoke an antagonist reaction, as per *Hag Ridden*.

Destroying the mummy isn't possible during or after *Amuse Yourself* as Hettunaway's mummy won't be in Shaw's suite. See also *Priestess of the Black Pharaoh*.

Elder Signs will help keep Hettunaway's spiritual form at bay, so long as they are placed on or over the door of the room. There are two Elder Signs available, one belonging to Jacqueline Martin and one on *DeVermis Mysteriis*. This only applies to her spiritual form, not her physical one; see further *Priestess of the Black Pharaoh*.

Anyone with **1 pool point Cthulhu Mythos** who retrieves at least one of the protective charms hidden in the mummy's linen bandages, or the painted sarcophagus board, can improvise a ritual to damage her physical form. This ritual can also be attempted by someone with no **Cthulhu Mythos** who has skimmed and has in their possession *DeVermis Mysteriis*, in addition to the protective charm or sarcophagus board. This ritual does **1d6+1 damage** to Hettunaway's physical form, costs **4 Stability**, needs **3 rounds** to complete and requires that the caster be looking at Hettunaway. This ritual will not work with an Elder Sign. If this ritual is used, Hettunaway's Armor rating is ignored for the purpose of calculating damage.

### Amuse Yourself (Core)

At 2340 hours, the *Titanic* strikes an iceberg.

The impact is barely felt by passengers. A rumbling, scraping noise is the only indication to many that something serious might have happened. Those still up and about, either in the Smoking Room or *Café Parisien*, have a chance to see the berg itself, not much taller than the Boat Deck, slide past, and then it vanishes into the night leaving behind a scattering of ice on deck. The Bridge immediately orders all engines stop followed by reverse, and closes the watertight doors. The *Titanic's* forward momentum carries it on a short distance, and then it comes to a stop. The odd, unfamiliar silence is unnerving.

None of the passengers know what has happened. Captain Smith is busy conferring with his officers, Thomas Andrews, Managing Director of the shipyard that built *Titanic*, and J Bruce Ismay, White Star Line Managing Director. There is word *Titanic* is taking on water on G Deck.

Meanwhile for lack of other diversion some of the Third Class passengers are playing with the ice that crumbled from the berg when it passed, and several other passengers are looking for frozen souvenirs. There is a general sense that nothing very unusual has happened, but the iceberg is extraordinary enough to attract many people's attention. 'Come on out and amuse yourself!' is the general reaction.

There are no plot relevant clues to be had in this scene. **Assess Honesty** on the ship's crew might show that they're all very worried and not telling as much as they know about what happened. However there is no indication how serious the problem is.

This marks the division between the investigative and the action scenes.

From this point on the protagonists will be fighting for their lives, as the ship only has two hours and forty minutes to live. They will not be able to conduct any more researches, hold séances or otherwise investigate Hettunaway. Nor will they be able to refresh General pools or Stability while the ship is sinking. Hettunaway is now in physical form and is looking for victims.

### Priestess of the Black Pharaoh

#### (Antagonist Reaction)

Hettunaway chooses this moment to strike.

She now has enough power to resurrect her physical form, and her mummy will slip out of Shaw's A Deck suite and vanish into the night. She intends to ambush those who profaned her, striking when they least expect it.

*Hettunaway, Priestess of Nephren-Ka*

**General:** Athletics 10, Health 10, Magic 12, Scuffling 14, Weapons 8

**Hit Threshold:** 5 (attacks may hit her, but finding a weak spot is the problem)

**Weapons:** Claw (+0), improvised weapon (ranging from -1 to +1, depending on the weapon)

**Alertness Modifier:** +3

**Stealth Modifier:** +1 (very soft footfall, but the whiff of incense may betray her presence)

**Armour:** -2 vs any (absence of vitals)

**Stability Loss:** +1

**Special:** Hettunaway in her physical form does not have access to the same magical powers as her spiritual form. However she can cast *Shrivelling*, and

she regains Magic pool points by killing victims. In the round immediately after killing her opponent, she can drain her opponent's remaining Stability and add this to her Magic pool, up to a maximum of 12 points. To onlookers, it appears as though she's breathing in the victim's life essence. She has to be within hand-to-hand combat distance for this ability to function.

If in previous scenes the protagonists damaged but did not destroy the mummy, then the Keeper should reduce her Health pool by up to 4 points.

If her physical body is destroyed the spiritual essence of her still remains active for the duration of the scenario, though with a Magic pool of 10 rather than 12. See also *Aftermath*.

She will first lash out at other people (for example Poulson, Jacqueline Martin or Soames) before moving on to the protagonists, and if at all possible the protagonists ought to encounter the corpse of at least one of her victims before they encounter the Priestess herself. Such a discovery comes with a **Stability Loss 1**; the victim is partly seared, as though by electrical burns, and the expression on their face is horrible. Their eyes have been scratched out, or if *Shrivelled* they exploded under pressure and are now gelid fragments that smear across their face like tears.

This is a floating scene. It can happen at any point before *Aftermath*; it can even happen after the *Titanic* has gone down and the protagonists are floating in the icy water. She would then strike from below, dragging her victim underwater and killing at her leisure.



### Survival Instinct (Core)

The *Titanic* founders, and the protagonists must try to stay alive.

The boats are ordered uncovered and start to be loaded about fifteen minutes after *Amuse Yourself*. Passengers will need life preservers, and those are kept in their cabins. They may also want to get personal possessions; one of the last times Monsieur Gatti was seen alive, he was dressed in formal attire complete with top hat, and carried his grip and travelling blanket, for all the world as if he was about to board *le Train Bleu*, not a lifeboat. These possessions can include almost anything. The claim made by Robert Daniel for his lost belongings (Titanic Inquiry Project) included \$750 for a champion French bull dog named *Gamin de Pycombe*, and \$20 for a 'mechanical toy.' Some First Class women went back for jewels or told their menfolk to go. Major Peuchen, a First Class passenger, left behind a tin box containing bonds worth \$200,000 and preferred stock valued at \$100,000. One passenger took a compass and revolver with him, while a steward took four oranges.

If the protagonists do not have *De Vermis Mysteriis* and the Keeper would like to provide it, perhaps the protagonists find Jefferson Shaw in the First Class Smoking Room, with the book open on his knees. At first glance he appears to be reading it, but closer inspection shows that he has been *Shrivelled* to death. There is a potential **Stability Loss 3** for finding his body.

It was organized chaos, and in the first few minutes people didn't know what to think or to do. Generally they kept to their decks while they waited for instructions, which meant that Third Class remained below while First Class were up on A Deck, the closest to the lifeboats. The crew did their best to organize things, chief among them Second Officer Herbert Lightoller (port side) and First Officer Murdoch

(starboard), and when the first boats were lowered they made sure that only women and children were aboard. This encountered a little resistance at first because the passengers still didn't really believe the ship was in danger. This was part of the reason why it took so long to load the first few boats; people didn't want to get in, and had to be cajoled or forced. It was a seventy five foot drop from the boat deck to the ocean, so they had some reason to be concerned. Male protagonists are better off on the starboard side, where Murdoch is allowing a few men into the boats. Lightoller stuck rigidly to the principle of women and children first. Ismay is on the starboard side making a nuisance of himself by trying to do everything at once. By this point the band had been dispatched to play soothing music to calm the crowd, and if the Keeper has access to ragtime music of the period now might be a good time to use it.

If it comes to a conflict between protagonists and *Titanic* crew, assume base **Scuffling 7, Health 7, Firearms 6, Weapons 6, Damage -2 (Fist), -1 (knife) or +0 (firearm)**. Assume ships officers like Lightoller and Murdoch have the same weapons, but **2 more pool points** in all abilities. Other passengers may get involved if it looks as though the protagonists are about to commandeer a boat all to themselves, and the resulting panic may well wreck the lifeboat as well as the protagonists' chances.

Though the ship's crew behaved gallantly under difficult circumstances they had their prejudices. Part of the reason why all of the *Café Parisien* staff and Monsieur Gatti died was because they were Italian and the crew were Anglo Saxon; during the subsequent inquiry the Italian Ambassador to the United States sought and received an apology from Fifth Officer Lowe for using the word 'Italian' as a kind of synonym for 'coward.' Lightoller said at the inquiry that he threw people of

'the broad category known to sailors as 'Dagoes' off of boat #2, at gunpoint. People later assumed that stowaways in the lifeboats were Chinese, or Japanese; those who jumped into the boats from above were Armenians, Frenchmen or Italians. The New York *Sun* later ran an article mourning that along with the others there had been seventy-eight Finn immigrants who might have done the country some good, suggesting implicitly that non-Anglos weren't worth the bother.

The *Titanic* will take about two hours forty minutes to sink, breaking in half before it finally founders. The last boat leaves at 0205, about fifteen minutes before that happens, so it is possible several protagonists will be left aboard the ship at the mercy of Hettunaway before *Titanic* goes down.

It is likely that one or more protagonists will end up in the water. Whether or not they have lifebelts on the sea is bitterly cold, and their best chance of survival is to find some floating bit of wreckage and crawl onto it. Treat all in the water as **Hurt (increases Difficulty by 1)** because of the extreme cold, and **Athletics** tests for drowning should start at **Difficulty 3** (without life preserver) or **2** (with). Even if they have life preservers they still need to make drowning tests each round until they find something to float on, as the water is so cold that if they stay in it they'll lose consciousness and drown. Protagonists who try to fix the odds by drinking heavily should have initial **Difficulty reduced by 2**, but alcohol only helps their chances; they still need to find a raft of some kind. They may well end up competing with other survivors for something to float on. Assume **Scuffling 6, Health 3** for NPC passengers, and there is a potential **Stability Loss 3** (human opponent attacks with intent to kill) as well as **Stability Loss 5** (you kill someone in cold blood). Keepers may also wish to allow **Stability Loss 4** (you see hundreds of corpses) as they

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float through a nightmare scene filled with the soon-to-be dead, moaning and praying for help.

Floatation devices can be anything from deck chairs to bits of wooden paneling from the *Titanic's* elaborate staterooms. The Keeper should rate these from 1 to 3, each point representing a person that can be kept alive on it. There is one capsized lifeboat in the water that should be rated at 35, but everything else is much smaller than that. If more people are on a floatation device than the device can support, then the item sinks and cannot be used until someone gets off.

Throughout this scene Hettunaway is active and will be out to get the protagonists, attacking when they least expect it. See *Priestess of the Black Pharaoh*.

If the protagonists threw the mummy overboard in previous scenes then the physical form of Hettunaway can still attack survivors in the water, but it will not be able to do anything to protagonists while they are on board the *Titanic*.

### Aftermath (Core)

In all probability at least some of the protagonists will be dead. This scene is for the survivors.

Having been rescued by the *Carpathia*, the survivors are taken to New York, where they face an apoplectic media and the shock of a nation. The US inquiry begins on 19<sup>th</sup> April, the day after the *Carpathia* arrives, and the protagonists will be among the witnesses called. They will need to stay in New York for a while, and may do so at the Waldorf-Astoria Hotel as that is where the Senate has set up for the hearings. John Jacob Astor IV, one of the dead, is co-owner of this boutique establishment. It's a grand Gothic building, the height of

luxurious living, and is the largest hotel in the world. The protagonists may be uncomfortably reminded of their *Titanic* accommodations; the ship's suites were designed to imitate buildings like these.

Though the protagonists may have forgotten Hettunaway, the Priestess of the Black Pharaoh has not forgotten them. Her mummy may be at the bottom of the Atlantic, but her spiritual form has pursued them ashore. They are unfinished business.

Potential attacks include:

- **Intense Gaze:** Her fierce hatred can paralyze a person in their tracks, sending a wave of fear through the intended target. **Stability Loss 3, Magic Cost 1**, and if the Stability Test fails then the target is paralyzed for two rounds.
- **Withering Touch:** If a victim is touched or caressed by her mummified brown fingers, their flesh deadens and sears as though burned. The wounds are very similar to the flash burn caused by electric shock. **Stability Loss 5, Magic Cost 2, and 1d6 Damage**. Typically this occurs after the target has been paralyzed by her intense gaze.
- **Nightmares:** She can invade a target's dreams and turn them into soul-shattering nightmares, beset by horrible beings in a dream-like version of Cairo in which the Black Pharaoh rules the night. As this is a Mythos-inspired Stability test, the **Difficulty is 5, Stability Loss 3, Magic Cost 1**. If this Stability Test fails then the Difficulty of all subsequent Stability Tests caused by Hettunaway is **increased by 1**.

*General Abilities:* Magic 10. Cannot be injured by weapons, cannot stand and will retreat from sunlight or bright artificial light. She will vanish into thin air after she has successfully attacked a target, or after her target has successfully made a Stability Test.

However now that her mummy is destroyed she can no longer refresh Magic pools. Once her Magic pool is drained, her spiritual form will dissipate, never to return. She will also lose 1 Magic point per night every night after the 19<sup>th</sup> April, so if the protagonists can outlast her eventually they will be safe.

In this form Hettunaway can be kept at bay with an Elder Sign, assuming that the protagonists have one.

Once Hettunaway has been dealt with, the scenario concludes.

## PRE-GENERATED CHARACTERS

Should the Keeper not want to use the following characters, please bear in mind that most if not all protagonists should be First Class passengers. That means that whatever their investigator build **Credit Rating** needs to be at least **5**. Provided the players agree, there's no reason why an investigator can't be the valet or personal servant of another player. Servant characters can get away with as little as **Credit Rating 3**; any rating lower than that would reflect poorly on their employer.

# TRAIL OF CTHULHU

## BY KENNETH HITE

Player Name:

### Sanity<sup>1</sup>

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold<sup>3</sup>

### Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

### Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Investigator Name: Doktor Helena Toepfer

Drive: Thirst for Knowledge

Occupation:<sup>2</sup> Archaeologist

Special:

Pillars of Sanity: 1) Mankind is essentially good 2) the wisdom of the ancients should be preserved

### Academic Abilities

Archaeology - 4

History - 3

Law - 2

Languages - 2

Library Use - 4

Occult - 4

### Interpersonal Abilities

Credit Rating - 5

### Technical Abilities

Evidence Collection - 3

### General Abilities

Athletics - 8

First Aid - 8

Gambling - 4

Health - 8

Riding - 2

Preparedness - 8

Stability - 8

Sanity - 7

Sense Trouble - 4

Shadowing - 7

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<sup>2</sup> Occupational abilities are half price. Mark them with a \* before assigning points.

<sup>3</sup> Hit Threshold is 3, 4 if your Athletics is 8 or higher

<sup>4</sup> These General abilities double up as Investigative abilities

<sup>4</sup> Usually, you can't start with Cthulhu Mythos. Sanity is limited to 10-Cthulhu Mythos.

<sup>5</sup> In a Pulp game If your Firearms rating is 5 you can fire two pistols at once (see p. 42)

<sup>6</sup> Assign one language per point, during play. Record them here.

<sup>7</sup> Any Fleeing rating above twice your Athletics rating costs one point for two.

<sup>8</sup> Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

<sup>9</sup> You start with 4 free Sanity points, 1 Health and 1 Stability point.

Page references refer to the Trail of Cthulhu Core Rulebook

You are respected in your field, and have conducted many expeditions into the Valley of the Kings. The discovery of three tombs is to your credit, though your fellow researchers have done their best to talk down your achievements. They can't stand to be beaten by a woman in what they see as 'their' field. You have the generous backing of your family, who would prefer never to hear from you again as the scandals of your youth (you ran off with one of your tutors when you were sixteen) are events they would rather not be reminded of. Though you have done your best to put that behind you, marriage — at least, a respectable one — is out of the question for you, unless you find someone willing to see past your youthful indiscretions.

You have worked with Jefferson Shaw before, and offered him advice on his most recent expedition. Several of the people who worked on that dig were good friends of yours.



# TRAIL OF CTHULHU

## BY KENNETH HITE

Player Name:

### Sanity<sup>1</sup>

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold<sup>3</sup>

### Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

### Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Investigator Name: Arnaud de Saverne

Drive: Artistic Sensibility

Occupation:<sup>2</sup> Artist

Special:

Pillars of Sanity: 1) Art is the only truth 2) liberté, égalité, fraternité

### Academic Abilities

Architecture - 2  
Art History - 2  
History - 2  
Languages 2

### Interpersonal Abilities

Assess Honesty - 4  
Credit Rating - 5  
Flattery - 4

### General Abilities

Athletics - 4  
Disguise - 4  
Electrical Repair - 5  
Riding - 2  
Fleeing - 8  
Firearms - 4  
Health - 10  
Mechanical Repair - 5  
Stability - 8  
Sanity - 8  
Scuffling - 8  
Weapons - 2

### Technical Abilities

Art - 2  
Craft - 2  
Photography - 2

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<sup>3</sup> Hit Threshold is 3, 4 if your Athletics is 8 or higher

<sup>4</sup> These General abilities double up as Investigative abilities

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<sup>5</sup> In a Pulp game If your Firearms rating is 5 you can fire two pistols at once (see p. 42)

<sup>6</sup> Assign one language per point, during play. Record them here.

<sup>7</sup> Any Fleeing rating above twice your Athletics rating costs one point for two.

<sup>8</sup> Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

<sup>9</sup> You start with 4 free Sanity points, 1 Health and 1 Stability point.

Page references refer to the Trail of Cthulhu Core Rulebook

You are one of the exponents of Realism in art, and a noted painter of seascapes and ships. Your great painting, Son of Poseidon, a portrait of the Blue Riband winner Lusitania, is your most famous work. As a youth you fought in Napoleon's army against the hated Prussians and the loss of Alsace, your birthplace, is a wound you deeply feel. However it has been many years since your days as a young cavalry subaltern; you no longer ride like a centaur, and as for your saber training, it is completely forgotten. Nowadays your stomach forbids that sort of energetic exercise, as it only upsets the digestion. You hope, while aboard the Titanic, to sketch out and perhaps begin your next masterpiece: Dawn of the Titan.

You know very little about Jefferson Shaw. Of course you have read his newspapers, and a man like that is worth keeping close by; there may be a commission in it for you.

# TRAIL OF CTHULHU

## BY KENNETH HITE

Player Name:

### Sanity<sup>1</sup>

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold<sup>3</sup>

### Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

### Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Investigator Name: Major Harry Poole

Drive: Arrogance

Occupation:<sup>2</sup> Military Officer

Special:

Pillars of Sanity: 1) Good men don't show fear 2) man is the highest expression of divine will

### Academic Abilities

### Interpersonal Abilities

### General Abilities

Bureaucracy - 4

Credit Rating 5

Intimidation - 4

Oral History - 4

Reassurance - 4

### Technical Abilities

Outdoorsman - 4

Athletics - 6

Firearms - 8

Gambling - 6

Health - 9

Riding - 2

Stability - 6

Sanity - 6

Scuffling - 8

Sense Trouble 6

Weapons - 8

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<sup>4</sup> These General abilities double up as Investigative abilities

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<sup>5</sup> In a Pulp game If your Firearms rating is 5 you can fire two pistols at once (see p. 42)

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<sup>9</sup> You start with 4 free Sanity points, 1 Health and 1 Stability point.

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You're old enough to remember the Civil War but not to have fought in it. Your wars were in Mexico and Cuba, and you stood with Teddy Roosevelt on San Juan Hill, a proud memory that you will carry to your grave. Since then you've become more of a bureaucrat, a Washington man, and this latest trip to Europe was official business, hammering out a treaty with the French government. You don't speak French or indeed any language other than American English, so much of the actual discussion was beyond you, but your craggy face and medals were sufficiently inspiring that the frog-eaters did what Washington wanted them to do. Now you're homeward bound, and it can't come soon enough for you.

Jefferson Shaw is a well-respected man and a friend of the President. Obliging him can only be good for your career, and you've no intention of retiring while you still have your health. Age be damned!

# TRAIL OF CTHULHU

## BY KENNETH HITE

Player Name:

### Sanity<sup>1</sup>

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold<sup>3</sup>

### Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

### Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Investigator Name: Winnifred Blythe

Drive: Adventure

Occupation:<sup>2</sup> Dilettante

Special:

Pillars of Sanity: 1) I live life as it is meant to be lived 2) British people are the best in the world

### Academic Abilities

History - 2  
Languages - 2

### Interpersonal Abilities

Assess Honesty - 4  
Credit Rating - 6  
Flattery - 4  
Reassurance - 4  
Oral History - 4

### General Abilities

Athletics - 4  
Filch - 8  
Fleeing - 10  
Gambling - 11  
Health - 8  
Riding - 2  
Stability - 9  
Sanity - 7  
Sense Trouble - 4  
Shadowing - 4  
Stealth - 6

### Technical Abilities

Art - 2  
Locksmith - 2

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<sup>3</sup> Hit Threshold is 3, 4 if your Athletics is 8 or higher

<sup>4</sup> These General abilities double up as Investigative abilities

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<sup>5</sup> In a Pulp game If your Firearms rating is 5 you can fire two pistols at once (see p. 42)

<sup>6</sup> Assign one language per point, during play. Record them here.

<sup>7</sup> Any Fleeing rating above twice your Athletics rating costs one point for two.

<sup>8</sup> Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

<sup>9</sup> You start with 4 free Sanity points, 1 Health and 1 Stability point.

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You've lived a very active life so far, which is one of the reasons your family wanted you to leave London for New York. You like picking up little treasures here and there, particularly if they're pretty. If you hadn't been born the daughter of a wealthy stockbroker you suppose you might have made a very useful thief, but that's a side of you not many people know. What they do know is that you're a compulsive gambler, more at home at a card table than anywhere else in the world. Naturally you don't play entirely by the rules, but then what sensible person does? New York is the new world, for you; so many people to meet, to charm, so many love affairs you could indulge in. Life is for living, after all! Later on, of course, you'll write your memoirs; The Adventures of Lady X sounds like a good title.

Jefferson Shaw is a very good friend of Daddy, and should be kept sweet. You don't want him telling tales to your parents later on!

# TRAIL OF CTHULHU

## BY KENNETH HITE

Player Name:

### Sanity<sup>1</sup>

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15
Hit Threshold <sup>3</sup>			

### Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

### Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Investigator Name: Norton P. Ashe

Drive: Curiosity

Occupation:<sup>2</sup> Criminal

Special:

Pillars of Sanity: 1) Modern science prevails against all obstacles

2) American ingenuity will beat 'em every time.

### Academic Abilities

Languages - 2

### Interpersonal Abilities

Assess Honesty - 4

### General Abilities

Athletics - 5

Bargain - 4

Filch - 6

Cop Talk - 2

Gambling - 11

Credit Rating - 5

Health - 10

Intimidation - 2

Stability - 8

Reassurance - 4

Sanity - 8

Streetwise - 4

Scuffling - 9

### Technical Abilities

Sense Trouble - 6

Evidence Collection - 2

Shadowing - 6

Locksmith - 4

Stealth - 4

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<sup>3</sup> Hit Threshold is 3, 4 if your Athletics is 8 or higher

<sup>4</sup> These General abilities double up as Investigative abilities

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<sup>5</sup> In a Pulp game If your Firearms rating is 5 you can fire two pistols at once (see p. 42)

<sup>6</sup> Assign one language per point, during play. Record them here.

<sup>7</sup> Any Fleeing rating above twice your Athletics rating costs one point for two.

<sup>8</sup> Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

<sup>9</sup> You start with 4 free Sanity points, 1 Health and 1 Stability point.

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You have at least half a dozen aliases, and are known to cops in most of the capitals of Europe. You're a card sharp by trade, an occasional blackmailer, and a pretty swell guy, if you do say so yourself. You enjoy the best in life, and believe it is your natural due for being cleverer than anyone else. Clever people rise to the top in this world; it's only natural. You consider yourself an aristocrat in your field, and it's only fitting that you associate with the very best people. You have a natural sense of chivalry and hate to see a damsel in distress. Particularly when she might be very grateful to her gallant rescuer!

You know Jefferson Shaw by reputation. He's one of the wealthiest birds on this boat, and you've been watching him very carefully. Maybe he's a gambling man.



# TRAIL OF CTHULHU

## BY KENNETH HITE

Player Name:

### Sanity<sup>1</sup>

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Hit Threshold<sup>3</sup>

### Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

### Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Investigator Name: Beatrice D'Arco

Drive: In the Blood

Occupation:<sup>2</sup> Parapsychologist

Special:

Pillars of Sanity: 1) Italian culture is the finest expression of mankind 2) the sea is like a mother to the world

### Academic Abilities

Anthropology - 4

Cthulhu Mythos - 1

History - 4

Languages 4

### Interpersonal Abilities

Assess Honesty - 4

Credit Rating - 5

### General Abilities

Electrical Repair - 4

First Aid - 6

Fleeing - 8

Health - 8

Mechanical Repair - 4

Psychoanalysis - 6

Stability - 9

Sanity - 6

Sense Trouble - 5

### Technical Abilities

Library Use - 4

Occult - 4

Photography - 2

Stealth - 4

Shadowing - 4

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<sup>3</sup> Hit Threshold is 3, 4 if your Athletics is 8 or higher

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<sup>9</sup> You start with 4 free Sanity points, 1 Health and 1 Stability point.

You are a child of Calabria, and love the sea and the sun. It's said that the women of your family have the gift of foresight, and can tell who is about to die. You don't know whether that is true, but you have seen plenty of other strange things since you left the town of your birth and started travelling through Europe, seeking knowledge. You feel as though you are standing on the edge of some great and terrible discovery, and you are frightened of what may happen when you finally tip over. You have tried to write books about your experiences but you don't have the knack; you wish you did. If only you could convince people that there really is something out there, and it's not necessarily friendly.

Jefferson Shaw has been a good friend to you. He shares many of your beliefs. You think he is a very courageous man, though not always wise.