

TRAIL OF CTHULHU

# SISTERS OF SORROW

by Adam Gauntlett



Pelgrane Press

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## Sisters of Sorrow

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## Sisters of Sorrow

*Horror aboard UC-12, a mine laying Unterseeboot operating in the North Atlantic.*

### Hook

The crew of *UC-12* encounter an abandoned German vessel, and soon afterward the boat is infested with the same strange plant that apparently killed the other ship's crew.

### THE AWFUL TRUTH

Obersteuermann Otto Petri has Deep One genetic roots, but cannot fully transform; a condition that recurs every other generation or so in his family. This wouldn't normally be a problem (bar the occasional bad dream and peculiar cravings) had he not volunteered for U-Boat duty. Being this close to his genetic destiny, yet unable to embrace it, is making him unstable.

It doesn't help matters that the Deep One settlements in the North Sea have started attacking submarines. The minelayers and depth charges being used, while not a serious threat, are unsettling enough to the undersea race that some of them have decided to take action. They are the ones who killed the crew of the other U-Boat, and if Petri has his way, they'll also come for *UC-12*.

*Keeper's note:* The nickname Sisters of Sorrow was applied to all mine laying unterseeboots, because their time-delay mine release mechanisms were unreliable. This sometimes meant the U-Boat was caught and destroyed by its own mines.

### SPINE

The crew, new and experienced hands, shake out the cobwebs on their way to their destination. First they must navigate the net traps, then get to their target and lay their mines. They have a close call or two before they get there. Odd noises are heard underwater, some of it whale song, but they also hear a sound almost like the tolling of a bell. *UC-16* is discovered adrift, which poses a problem: the vessel needs to be

scuttled, and its important documents are to be recovered before that happens. Strange weeds are found aboard. Later, back on their own mission, more odd underwater sounds are heard, as if the sea is singing to *UC-12*. The same odd weeds start sprouting aboard *UC-12*, and unless prompt action is taken, men will start vanishing. Surfacing may be their only option, but that presents other problems – for the Deep Ones are waiting for precisely this, and will storm the vessel given half a chance.

### Life in the Kaiserliche Marine

Germany was the last major power to build submarines; even the Dutch had a working prototype before the Kaiser did. In 1901, Admiral Von Tirpitz, father of the Navy, told the Reichstag that Germany did not need submarines. Surface navy officers and men despised their underwater counterparts, believing that the true test of naval supremacy was an all-out gun battle between capital ships. The Germans, as indeed had most of the other great naval powers, did not debate or properly consider the use and strategic impact of the submarine before war began. As a consequence, the undersea war was very much a work in progress, even as it was reaching its peak.

It was a form of warfare they were to become very good at, particularly when seen in contrast to the efforts of Germany's surface navy, which battled inconclusively at Jutland and otherwise had no great victory to its credit.

England ruled the waves but also waived the rules, by imposing a comprehensive blockade on all ships, neutral or otherwise, which might supply Germany with food or munitions. The whole of the North Sea was declared a military area, in breach of international accord, and in support of this blockade England committed capital ships, mines, and diverted all vessels headed to Europe to designated English ports for search and possible seizure. Those deemed to be bona fide were then escorted to their destination by Royal Navy warships. This starvation blockade, which had been imposed contrary to the Rules of Blockade – Rules which England had signed in 1856 – was a major factor in bringing Germany to its knees.

The U-Boats threatened the starvation blockade, and very nearly broke it.

Germany deployed several kinds of U-Boat, with specific tasks to perform. Before America entered the war, the *Deutschland*, captained by a great ocean liner veteran, carried cargo to and from Baltimore, dodging the blockade by going underneath it. These boats were defenceless; weapons would have meant the subs couldn't be legally classified as merchant ships. Torpedo attack

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boats like U-9, the boat that sank the *Hague*, *Cressy* and *Aboukir* (aka the Live Bait Squadron), were armed with forward-firing torpedoes and a powerful deck gun. Their orders were to obey the prize rules established in 1856; legitimate passenger ships were not to be sunk, and crews of merchant vessels were to be allowed to leave their ship before the sinking. Later in the war, when English Q-Ships and the *Lusitania* disaster made it clear that the prize rules were unworkable, such chivalry was abandoned in favour of combat by ambush.

As this scenario is set early in the war, the protagonists should react as though the prize rules still applied. That means when they encounter surface vessels they should not attack without giving the crew a chance to abandon ship; nor should they assume, if they meet another vessel, that the unknown is a disguised attacker. Q-Ships may have been in operation by this point, but the protagonists wouldn't know that.

The UC class were minelayers and net breakers. Their job was to sneak into English waters, using bow-mounted cutting blades to get through the nets laid to frustrate them, and then deploy mines inside enemy harbours, or as close to those harbours as they can get. The weighted mines sink to the bottom, at which point a water-soluble plug began slowly to dissolve. When the plugs broke, that released the weights, and the mines rose to the surface. It was this system that earned the UC class its nickname, Sisters of Sorrow, since it often happened that the plug would prematurely release, allowing the mine to float free before the sub could leave the area. The mine would hit the sub and detonate, killing all aboard.

Later in the war the UC class would be issued deck guns and have rear-facing torpedo tubes. *UC-12* has no such weaponry; its sole armament apart from the mines is a machine gun.

Things to bear in mind:

- A lot of time is spent on the surface. The U-Boat has two engines: a diesel, which can't operate underwater, and an electric, which can. The electric motors had a limited run time, and the batteries could only be charged topsides. When on the surface the diesel engines were much more efficient than the electric ones, but in rough weather the small and slender U-Boat was tossed about like a twig in a violently shaken bucket.
- Everything stinks. Diesel fuel is the all-pervading odour, but there's also damp, salt water, bilges, vomit, food scraps, coffee, cabbage, unwashed bodies and excrement. Especially excrement, since the head couldn't be blown except at night; if done during the day, the enemy might notice the tell-tale burst of air bubbles. The WC mechanism was particularly complicated, and an unskilled operator could easily get it wrong. It was the sort of mistake only ever made once; failure meant the contents, possibly an entire day's worth of sewage, were sprayed over the unfortunate offender.
- Everything's damp. Sea water was part of the problem, but in the cold North Sea condensation was the bigger threat. Cold, wet drops formed on every exposed bit of metal, dropping from walls and ceiling onto the crew, even as they slept. The only heat to be had was in the engine room; given a chance, the crew would warm their numbed hands on the motors.
- Everyone's crammed in together. *UC-12* has a compliment of fourteen, with very little space devoted to their welfare. Add to that the mascot - Schwieger, the man who sunk the *Lusitania*, had a dachshund - plus supplies whether personal or Naval issue, and what started as snug quickly becomes cramped. Vegetables and meats are packed in with the mines, where it's coolest; sausages, butter, bread and similar were wedged wherever there was space. There's no way to wash, except overboard - tied to the sub, in case of accident - and the North Sea isn't enticing to bathers. Only the skipper has a private bunk, and his is merely a small cubicle, separated from the radio shack by a thin wall.
- You could blow up at any moment. Apart from defective mine release mechanisms, the electric motors gave off hydrogen gas which was meant to be drawn off by the ventilation system. If it malfunctioned and hydrogen built up, the slightest spark could cause an explosion. Add to that sulphuric acid from the batteries - itself corrosive and prone to spill - and the potential for chlorine gas if sea water came into contact with that acid. It took courage to crew a submarine; if anything went wrong, the odds were heavily against escape.
- There's no such thing as sonar, echolocation devices or similar. Such technology is very much in its infancy. The author confesses he does not know whether whale song, for example, could have been heard through the relatively thin walls of a WWI era sub, but has assumed that it can for the sake of the plot.

## Scenes

### GOTT STRAFE, ENGLAND

The scenario opens on an overcast day just as *UC-12* leaves German waters. The Kapitan, Kurt Schabell, (see also *Unterseeboot*) gives the crew their orders. Their mission is to penetrate the North Sea defensive zone, make their way to Tyneside, lay their mines and return. Weather reports indicate a choppy run, but no major storms are expected for at least the next several days. This provokes an ironic cheer from the older hands, who know the intelligence is frequently wrong. *U-12* will remain on the surface for the next few hours, unless a ship is sighted.

Use this to get the players used to life on board a submarine. Possible scenes to play out include:

Night watch. The sea shortly after dusk glows with a phosphorescence, thousands of tiny creatures mating and dying in the ocean. The glow is an iridescent gold and green that hangs to the sub like a gown. The protagonists may try to sneak a cigarette or similar, but the Kapitan is on the prowl and will pop up unexpectedly for an inspection.

Explosive WC. Perhaps one of the protagonists makes a mistake (**Mechanical Repair Difficulty 4**, possibly **Preparedness, Sense Trouble**) and the plumbing vomits waste all over them. This is the sort of thing the Keeper should only do once; perhaps it could happen to an NPC instead, and the protagonists are tasked to help clean up. **Stability 1**.

Special gift. Kleiner Krieger, the ship's cat, kills and disembowels a rat at least as big as she is, and deposits the remains

on a protagonist's bunk. They may not notice this before they crawl into bed. This isn't worth a **Stability** check; it's just messy.

Chess game. Maschinisten Emsmann, one of the veterans who spends most of his time working on the electric batteries, challenges a protagonist to a match. This is an opportunity to gain **Oral History** or **Military Talk** clues. If the protagonists want to know who won, treat it as **+3 Difficulty test**, with the option of using **Preparedness, Sense Trouble, Conceal, Psychoanalysis** or similar as the base skill. The skill use should be described in character, assuming no cheating, so Conceal, for example, could be 'I fake a pawn attack thus concealing my intentions, keeping my Bishop in reserve, waiting for the right moment to ambush his centre', not necessarily 'I cheat by moving a piece when he isn't looking.' Though of course if the protagonist prefers to play that way, he should be allowed to do so. Emsmann is a bit of a chess expert, hence the increased Difficulty.

Round out the scene with:

Whale song. Just as the sub slips beneath the waves as it creeps into the North Sea, a strange, fluting vibration can be heard throughout the whole ship. The Keeper may call for **Stability** rolls if necessary, to maintain suspense, but there is no penalty. The veterans chuckle at the protagonist's reaction, claiming at first that it's the song of the Lorelei, or mermaids. Then they take pity on the greenhorns, explaining that its whales talking to each other deep in the ocean. *'You'll see and hear some strange things out here, but boy, it will make a man of you!'*

### A CLOSE SHAVE

*UC-12* gets a little closer than it would like to an allied warship.

*UC-12* had surfaced to recharge its batteries and air out the interior, as much as possible. Some of the protagonists may be detailed to cleaning duty; basically sluicing themselves and their clothes with sea water, not the ideal solution but better than stinking with sweat. The Oberbootsmann may also have them on garbage disposal detail, if he's caught them in an infraction.

One of the watch - if a protagonist, then **Sense Trouble** or similar, **Difficulty 4** - notices the approaching vessels. It's too far a distance to make out type or nationality, but *UC-12* can't afford to take chances. An emergency dive is ordered.

The sudden descent is a little too quick for the crew on deck, and in the mad scramble to get below, a few gallons of sea water cascade through the hatch before it can be shut. **Mechanical** or **Electrical Repair, Difficulty 5** stops the water from getting the electric batteries wet; the Keeper may also allow **Sense Trouble, Athletics** or similar, **Difficulty 6** to close the hatch before the water can get in. If the batteries get wet, a puff of chlorine gas envelops the engine room; **Athletics** or **Health Difficulty 4**, or take **+1 damage** before the vents do their work and flush the chlorine gas.

A sudden increase in pressure, making the protagonists feel as though a leather band was being squeezed close around their temples, is the only sign that they are submerged.

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The Kapitan, glued to the periscope, soon identifies the approaching ships as a British cruiser escorting a merchant vessel flying the Norwegian flag, probably on their way to a neutral port. If they were an attack boat, he says, they might be lining up another victim right now. As it is, they nearly became the victims. If the protagonists did well, he praises their efficiency with a gruff “well done.”

### CHURCH BELLS

*UC-12* is still underwater and will stay there for hours yet, avoiding detection.

The protagonists are startled to hear a strange, muffled booming noise, oddly musical. It rings almost like a sequence of church bells, tolling to summon parishioners to worship, a noise that the protagonists are probably familiar with, even the townies among them. **Stability 2**

The veterans, if asked, have no explanation for this odd noise. None of them have heard anything like it before. After a peal of a dozen tones, the bells fall silent, and are not heard again.

The noise affects the crew in different ways; see also *The Usual Suspects*.

This is a Deep One signal, warning the colony that a sub is nearby.

### MORPHEUS UNDERWATER

*UC-12* has been in operation for many hours without break; the crew are becoming tired.

The Kapitan orders the ballast tanks filled, and the sub sinks to the sandy bottom. There they can get some rest; sleeping men consume less oxygen. All submariners know to sleep when they get the chance. The Kapitan allows

half an hour's grace for music and entertainment (perhaps some chess?) and then they all must sleep. In eight hours, the ballast tanks will be blown and *UC-12* will rise to the surface.

See also *The Usual Suspects*.

Cold, wet drops of condensation form on the metal bulkhead, dripping relentlessly on the sleeping men. **Athletics or Health Difficulty 4** or take **-2 damage**, representing fatigue and chill.

The mascot, Kleiner Krieger, hunts joyfully while the crew sleep, and her scurrying footfall can be heard throughout the night.

Towards the end of the night watch, a tapping noise is heard. It seems to be coming from outside, as if someone were striking the hull. It almost resembles Morse code. The noise continues for some little time and then stops – or it stops immediately, if someone tries to reply, but doing that attracts the attention of the Oberbootsmann, who won't believe any stories about underwater tapping. **Stability 1.**

These noises are caused by Deep Ones, toying with the humans.

### THE USUAL SUSPECTS

Antagonist reaction.

The protagonists will eventually suspect that one of the crew is up to no good. They're correct, but Petri isn't the only one with something to hide, and the actions of the other two should cloud the issue enough for Petri not to be the only (and obvious) suspect.

#### Oberbootsmann Walter Kleber

A beefy, sour-faced man who speaks with a strong *Plattdeutsch* (low German, northern dialect) accent, and who

occasionally stumbles over his words. Originally from Hanover, he is a working-class man made good and would like to be an officer, but his rough-and-ready mannerisms will forever keep him from high rank. **His secret:** he has gambling debts ashore and is desperate to pay them off. He's started stealing from his fellow crew members. **Reaction to unusual phenomena:** Fear, which he conceals by getting angry and lashing out at people.

#### Maschinisten Leon Emsmann

A thin, short man with Magyar roots, he tends to lapse into Hungarian when tired. He has dark brown hair and striking good looks. He doesn't like the navy but volunteered because otherwise he'd be drafted, and picked the sub service because it looked interesting and was a good outlet for his mechanical skills. **His secret:** he's a practical joker and knows that he can get a good rise out of the protagonists by playing up to their paranoia. Later, when he loses Stability, his jokes may become more violent. **Reaction to unusual phenomena:** Anxiety and panic, which he conceals with manic behaviour and tittering laughter.

#### Obersteuermann Otto Petri

A quiet, intense man, well-educated; he was studying for a medical degree when the war broke out. He speaks exaggeratedly precise *Hochdeutsch* (High German) and Polish. He doesn't socialize much with the crew, and is thought to be a little stand-offish. **His secret:** Though he is aware there is a strange taint in his family that drives some of them to madness, he was unaware of his Deep One heritage until recently. Now he'd like nothing better than to join his undersea brothers, but his body won't oblige him. **Reaction to unusual phenomena:** Fascination; he is attracted to oddities like the red weed, and will be in awe of sounds like the Church Bells.

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### Unterseeboot

The protagonists are crew. It is up to the Keeper as to their rank and duty aboard ship. Though there are some named NPCs, (eg. Kapitan Kurt Schabell), if one of the players really wants to be the captain there's nothing stopping the Keeper from replacing the NPC with a protagonist.

The total ship's compliment is fourteen, so it's entirely possible that the protagonists make up the bulk of the crew, depending on the size of the group. The text assumes that the protagonists are new crew on their first voyage; depending on protagonist backstory, that may not be so. Crew types are as follows:

- Leutnant zur Zee, or Executive Officer, second in command. There would be only one aboard. Also supervises the watch, helm and the radio room.
- Leitender Ingenieur, Chief Engineer, responsible for both diesel and electrical engines, and supervises the engineers and mechanics.
- Obersteuermann, Navigator, also in charge of supplies. [Otto Petri]
- Funkmaat, Radio Operator. Note that the radio can only operate while the boat is on the surface.
- Oberbootsmann, Bosun, in charge of crew discipline. [Walter Kleber]
- Mechaniker, Mechanic, in charge of mines. There would be more than one mechaniker.
- Maschinisten, Engineer, in charge of the engines. There would be more than one maschinisten.
- Steuermann, Helmsman.
- Matrosen, ordinary seaman.

Several NPCs are described in more detail in *The Usual Suspects*.

Kapitan Kurt Schabell, if not replaced by a protagonist, is a young, ambitious officer who volunteered early in the war. In civilian life he is a mechanical engineer, and is fascinated by new technology. In his first few cruises as a Leutnant zur Zee his Kapitan was a Prussian stickler for regulations and discipline, and the experience stuck with him so strongly that now he feels he has to be hard on his men or crew discipline will suffer. This crusty exterior can sometimes break down when Schabell is faced with a technical problem; then his enthusiasm gets the better of him and he becomes more approachable.

**Schabell:** Athletics 8, Electrical Repair 4, Firearms 2, Health 8, Mechanical Repair 8, Scuffling 6, Stability 8, Sanity 7; Hit Threshold: 4; Alertness: +2; Stealth +0; Weapon: Luger (+1), Fist/Kick (-2); Armour: none; Stability: +0 (infected version only)

The mascot, Kleiner Krieger, a coal-black cat, is mentioned several times in the narrative.

**Kleiner Krieger:** Athletics 8, Health 3, Scuffling 6; Hit Threshold: 4; Alertness: +2; Stealth: +2; Weapon: bite/claw (-3); Armour: none; Stability: +0 (infected version only).

The Keeper can use her for added colour, in early scenes. Later uses include:

- A pile of dead rats, each neatly disembowelled, is found in a dark corner. They have begun growing the strange mould (see [Red Weed](#)). Though not seen, Kleiner Krieger can be heard off in the shadows, coughing and spitting. **Stability 1**
- Bloody red paw prints are found all over the place, including on sections of wall and ceiling that Kleiner Krieger couldn't possibly have reached.
- Kleiner Krieger, infected with the mould (*The Red Weed*) crawls pitifully out from behind a section of machinery. She tries to make a sound, but the mould is caught in her throat. **Stability 1**.

Talking to the crew can gain general clues, core and otherwise, as follows:

- **Core.** *UC-12* is a happy boat. The Kapitan has taken her out twice, and each time the mission was an unqualified success. At least four enemy ships are credited to *UC-12*, for a total 8,000 tonnes sunk. There's talk that the Kaiser himself will award the Kapitan his Order of the Red Eagle, when next they return to port. [Historical note: the U-Boat War Badge wasn't created until 1918.]
- **Military Talk.** The Kapitan's bark is worse than his bite. He can always be sweetened by a technical challenge. However it's a good idea not to get on the bad side of Oberbootsmann Kleber, as he's a mean-tempered man who doesn't hesitate to give punishment duty out for even minor infractions, double or triple watches being his favourite.
- **Oral History.** This is the fourth mission for Obersteuermann Petri, and his first for *UC-12*. He's a kind of lucky mascot, as each time he went on a mission his boat had a close shave, often losing one or more men, and yet made it back to port. Petri escaped without a scratch, but usually transferred to a different boat directly afterward.
- **Flattery.** Protagonists may wish that they had a pool point in an Ability that they do not possess. Flattery is the best way to get an NPC to help out, assuming that the protagonist does not significantly outrank the NPC (ie. he's not the Kapitan). This represents the protagonist persuading the NPC to do something that, strictly speaking, isn't part of his regular duties. Exchange Flattery for the needed Ability on a **1-for-1** basis.

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The Keeper should use each Suspect in scenes as necessary, always bearing in mind that while Kleber and Emsmann may behave suspiciously, they have nothing to do with Petri.

Potential uses (before the encounter with *UC-16*):

**Kleber:** Is seen poking through another man's bunk. If challenged,

he claims the bunk is untidy and kept in a manner contrary to regulations. He then sweeps everything to the floor and orders the protagonists to clean up the mess 'and do it properly, fool!'

**Kleber:** Is seen with something small and silver. Later, another crewman complains he has lost his lucky Thaler, a silver coin on a chain. It was hanging from a

hook near his bunk, and now it's not there. Kleber, if challenged, denies seeing it; **Assess Honesty** might spot the truth, but mere suspicion isn't enough to convince the Kapitan that Kleber is the thief, and he's not hidden his loot anywhere near his own belongings. **Evidence Collection**, possibly in combination with **Stealth** or **Shadowing**, will help; Kleber keeps his stash among the mines, hidden with the meat and vegetables.

**Emsmann:** Strange tapping noises are heard whenever Emsmann is around. In fact, he's mastered the Fox sisters' trick of making rapping noises with his toes. If indulged, Emsmann comes up with a whole paranormal repertoire (one knock for yes, two for no), and even a personality for the phantom, claiming it's a ghost of a sailor sunk by *UC-12*.

**Emsmann:** While the protagonists try to sleep, they see a ghostly figure rise up from the bunk opposite and drift over the floor. Potential **Stability** test to maintain suspense; Emsmann has used a bit of phosphor paint, some string and a bit of cloth to manufacture a spectre.

**Petri:** Though the others aren't keen to bathe in the frigid North Sea, Petri doesn't mind. He swims like a fish, and doesn't seem cold at all.

**Petri:** He suffers from nightmares, and when asleep mutters to himself and a high-pitched whisper. He seems to be arguing with someone, but no words can be clearly made out.

After *UC-16*:

**Kleber:** He becomes violently morose, lashing out at even the smallest provocation. His obsession with cleanliness completely takes over, and he demands that



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everything be kept spotless at all times – an impossible task.

**Kleber:** He starts talking to people who aren't there, muttering in Plattdeutsch. He keeps assuring the unseen other that 'I have the stuff,' and 'If you'll only wait, I'll give you all of it, soon.' He denies saying anything, if challenged.

**Kleber, Assess Honesty /**

**Medicine:** He's near a psychotic break, and could turn violent at any time. **Psychoanalysis** **Difficulty 5** to talk him down.

**Preparedness** or **Filch** might also be useful, if the protagonists want to slip him a sedative.

**Emsmann:** He starts hinting at a dark secret in his past. "My people come from Transylvania, you know," he says. He pretends to have a bad reaction to light, and hunts rats with Kleiner Krieger. The protagonists might even catch him with blood dribbling down his chin.

**Emsmann:** With red weed strewn like straws in his hair, Emsmann starts hiding in dark corners and ambushing the protagonists; he doesn't intend to cause real damage. He may bite someone and draw blood, but that's as far as it goes.

**Emsmann, Assess Honesty**

**/ Medicine:** He's under a lot of strain and has a bad sense of humour, but that's it. Psychoanalysis may help, as might Reassurance or a stern dose of Military Talk, all at **Difficulty 5** or a **1 point spend** if **Military Talk** is used. Emsmann is relieving his own tension by being provocative, and can be persuaded not to do that.

**Petri:** He becomes more morose and ill at ease, always sweating and pasty-faced. He spends a lot of time going over his charts again and again, scribbling notes that make no sense. He seems to be trying to plot a course to some unknown spot in open water, in the middle of the North Sea.

**Petri:** He frequently zones out, becoming unresponsive even to direct questioning. When prodded, he shivers and apologizes, saying that his mind was elsewhere. "I was thinking," he says, "what a terrible weight of water is around us, all the time. The pressure inside is the same as the pressure without, but were that to change, pouf! We would shatter like an eggshell, and the water would come rushing in."

**Petri, Assess Honesty /**

**Medicine:** He is suffering from monomania, which seems to be in its early stages. So long as he is not provoked he probably won't become violent, but it's always a possibility. **Psychoanalysis** won't work on him, though for appearance's sake the Keeper ought to let dice be rolled. Petri might even be smart enough to play up to it and pretend to be cured.

### Walter Kleber

Athletics 10, Electrical Repair 1, Firearms 1, Health 9, Scuffling 12, Sanity 4, Stability 5; Hit Threshold: 4; Alertness: +0; Stealth: +2 (constantly alert for infractions); Weapon: Club/Wrench(-1), Knife (-1), Fist/Kick (-2); Armour: none; Stability: +0 (infected version only)

### Leon Emsmann

Athletics 6, Electrical Repair 1, Fleeing 6, Firearms 2, Health 6, Mechanical Repair 6, Sanity 5, Stability 6, Scuffling 8; Hit Threshold: 3; Alertness: +1; Stealth: +0; Weapon: Club/Wrench(-1), Knife (-1), Fist/Kick (-2); Armour: none; Stability: +0 (infected version only)



### THE GHOST BOAT

While on the surface, at night, *UC-12* suddenly spots *UC-16*, a few hundred yards off the starboard bow.

The silhouette is unmistakable; the other craft is definitely a German sub, and it doesn't respond to hails. There doesn't seem to be anyone on watch, if indeed there is anyone aboard.

If a protagonist is Kapitan, this poses a dilemma. On no account can *UC-16* be left to drift. The Allies must not be allowed to capture it; the sub alone would be an intelligence bonanza, never mind the code books, log books and other documents aboard. At the same time *UC-12* would never be able to tow *UC-16* back to harbour. The best option is to recover whatever can be recovered and then sink *UC-16*. The second best option is to send a prize crew aboard and try to get *UC-16* back to port, but that would mean sending at least four men from *UC-12* and out of a total of fourteen that's a hard thing to do; particularly since some of the men sent would have to be engineers and mechanics, of which there are a very limited number. It's unlikely that *UC-16* would be able to quickly submerge with a crew of four, which means they'd be sitting ducks for an allied warship. Without a deck gun or torpedoes, *UC-12* can't sink *UC-16* from a distance. Charges would need to be set and detonated.

Kapitan Schabell sends a small team aboard *UC-16* to get whatever they can, including food, and then scuttle the sub. The protagonists ought to be part of that team, Petri too, and at least one of the other *The Usual Suspects*.

From a design and layout perspective, *UC-16* is very much like the protagonist's own boat. When they get aboard, they find the sub to be in good trim; clearly it hasn't taken on much, if any water. There's no watch on the conning

tower and the main hatch is open, so it's possible the crew abandoned ship. If so, standard procedure would have demanded that the sub be scuttled. Possibly charges were set but not detonated, and in choppy seas the crew may not have been able to get back aboard to rectify the problem.

**1 point Evidence Collection** or similar notices gouges near the aft hatch, almost as though something tried to wrench it open; something large, and strong. There's also odd red seaweed draped over the conning tower, and a bloody handprint on the bulkhead just inside the aft hatch.

Inside, the protagonists can't find any of the crew. The red weed noticed earlier seems to have found its way into everything, and the electric battery is out of action (though it can be repaired, **Difficulty 4**) so there are no lights. There's a nasty stink in the WC, and the walls and floor are coated with sewage.

**1 point Evidence Collection** or similar notices that the red weed seems almost to be growing out of the sewage in the WC, like a mould or fungus. If so it's a very fast grower, for the sewage is still pretty ripe and hasn't had time to completely dry.

The ship's mascot, a dachshund, is lying dead in the bow compartment, among the mine tubes. The animal seems to have been eaten from the inside out, and is very desiccated, almost down to hide and bone. Red material is growing out of its mouth. **Stability 1.**

Hiding in the far reaches of the bow compartment, close to the anchor and ballast tank, is the sole survivor; an engineer, judging by his rank insignia. This man is almost as desiccated as the dachshund, but still clings to life, licking the mine tubes for moisture and chewing miserably on the remains of a ham. He cannot see and can barely hear; his eyes have been completely

destroyed by the red weed, and his ears are choked with it. He is completely insane, and can't tell whether the protagonists are friend or foe. He'll assume foe, and attack from ambush with a heavy wrench.

#### Insane engineer

Athletics 4, Health 3, Scuffling 4, Firearms 2; Hit Threshold: 3; Alertness: +2; Stealth: +0; Weapon: Club (-1), Fist/Kick (-2), potential Firearm; Armour: none; Stability: +0

He doesn't have a pistol, but if by some chance he can get one from the protagonists, he may fire one shot in their direction before blowing his own brains out. If rescued, nothing will get through to him. He screams gibberish about red devils in the night and a fire in his brain, before dying.

According to the log, (**Library Use**) the red weed was first noted a week ago, when a seaman named Neuberger complained that the meat had been contaminated. Shortly after that it was seen growing all over the ship. *'It seems to favour organic substances, so the leather suits we wear may have to be abandoned, for I do not think it healthy to have this material so close to human skin. Yet without the suits the cold will surely kill us. We may have to return to port sooner than planned.'* Then they seemed to have some success against it, by using a dilute sulphuric acid solution, which shortened the life of the battery but killed the weed. The final entry is *'Kai blew the head and the weed is everywhere! Will have to surface, there's no way we can clean it without fresh air and water.'* The log contains enough information for the protagonists to make more dilute acid; see *The Red Weed*.

The sub can be sunk with appropriately placed demolition charges, and once this is done *UC-12* can resume its mission.

# TRAIL OF CTHULHU

## Sisters of Sorrow



### THE DEVIL FISH

This scene assumes that the Deep Ones get to attack.

That means the boat has surfaced. The fish men will ambush the first man out of the hatch (so the Keeper ought to make that an NPC if possible, though if a protagonist insists on going first ...) and then climb down to get all the others.

In the event of a general assault, the Keeper should remember that *UC-12* has a machine gun (+1 **damage**), but otherwise the officers are probably armed with handguns (+0) and crew have whatever clubs or knives (-1) they

can get hold of. The machine gun isn't normally mounted outside; in action, the crew have to take it up then mount it on the conning tower. Of course it can be used inside the sub, so long as the protagonists don't mind ricochet, and if hydrogen gas forced them to surface then gunfire can cause an explosion (treat as **Gas Main**, p 67 main rules).

Slamming the hatch shut quickly can turn the assault into a siege, but that requires an **Athletics** roll with +4 **Difficulty** thanks to Deep One cooperation.

There are at least as many Deep Ones as protagonists, though only four of

them are armed with tridents. If they take significant (four or more) losses they will pull back.

Petri will help the Deep One attack in any way he can. He's quite insane by this point, and believes he has more in common with the devil fish than with humanity.

A potential pyrrhic victory could be had by blowing the ship up once the Deep Ones are aboard, possibly by sabotaging the mines (**Mechanical Repair**) or setting explosive charges (**Explosives**). It's highly unlikely that any of the protagonists would survive but not completely impossible, particularly if one or more of them were outside the

### The Red Weed

This is the Deep Ones' making.

Theoretically they could summon something and have that destroy the sub, but that seemed like overkill to them, and in any case wouldn't have left a visible mark of their victory. The whole point here is to demonstrate to the humans that the Deep Ones will not tolerate undersea incursion, which is a difficult message to get across when the evidence is fathoms underwater.

They got the weed aboard while *UC-16* was in transit, by contaminating the pipes in the head. The mould then spread throughout the ship; the crew first noticed it growing on meat stored near the mine tubes, but that wasn't the source of the infection. Then, when the weed didn't take effect (because the crew discovered how to beat it) they blocked the WC pipes, ensuring it would malfunction, spraying weed everywhere. When *UC-16* surfaced, the Deep Ones pursued it, and slaughtered the crew as they came out of the hatch. They then left the sub to drift.

When the protagonists scuttle *UC-16*, the Deep Ones will begin again with *UC-12*, and this time they will have Otto Petri's willing assistance.

The weed is a fast-growing mould that prefers to feed from organic materials. Leather, meat, vegetables, it doesn't matter; it won't grow on metal, and can be killed with a dilute acid solution. If it attacks a living target, it slowly spreads, internally and externally. Externally it resembles severe eczema; internally it is like a tumour, and can produce visible lumps. It does **+1 damage** per day until the victim dies, with **Stability 3** every time damage is done. **Medicine, Biology, Chemistry** or similar can delay the damage by twenty four hours each time it is used, but not the **Stability** loss, and a permanent cure is not available outside a hospital. If caught in its early stages, the victim can wash himself clean with a very dilute acid solution, but even this does **+0 damage**. Making the dilute acid solution requires either a **Chemistry** spend or **Electrical Repair** – the best source of acid is the sub's electric batteries – **Difficulty 4**. Failure in this instance does not mean no acid was gathered; it means that the batteries no longer power the boat, though at the Keeper's option it may be repaired with a second **Electrical Repair** check.

Bear in mind, the sub is awash with material that this weed can grow on. Once established, it can crop up almost anywhere. Even the acid treatment won't get rid of all of it, though it will keep the stuff in check.

Petri will bring the stuff aboard *UC-12*. He recognizes its significance; later, in his dreams, the Deep Ones will instruct him in its use. Throughout the scenario from this point on Petri will do his best to spread the contagion, and interfere with attempts to beat the weed.

From the time the weed is brought aboard to the scenario's conclusion, the Deep Ones will pay close attention to *UC-12*. They can't get in without help, which means they need to wait for the boat to surface. As soon as it does, they attack. They can introduce more weed if they have to, through the WC as before, but this relies on a combination of circumstances that they can't control unless they persuade Petri (via dream instruction) to accidentally-on-purpose blow the head.

Once the weed is established, in addition to direct damage it can also foul up the boat's systems. Plugging the ventilation system or causing the electrics to malfunction are two possibilities. If either happens, foul air will not be flushed out, hydrogen will build up and gasoline fumes will choke the crew. The first could cause an explosion with a single spark; the second could suffocate everyone, causing dizziness, unconsciousness and death. If the weed doesn't do this, Petri can – possibly leaving some weed behind to suggest that this is what happened, though **Evidence Collection** could disprove it. Either could force the Kapitan to surface the boat, which in turn leads to a Deep One attack.

As a last resort Petri will start attacking the crew, ambushing them one by one. The boat is very small and it's difficult to hide a body, but not completely impossible. Petri will stash the dead man forward, among the mines. As he's in charge of supplies, he can stash corpses among the meat and vegetables he has stored there, and as it's the coldest part of the ship, few others bother to go forward. Petri should be allowed to kill at least one NPC before he attacks any protagonists. If the protagonists go searching they might find the dead man, throat slit, with the fast-growing fungus already starting to eat away at his flesh. **Stability 2**.

See *The Devil Fish* for Petri's statistics.

## Sisters of Sorrow

sub when that happened. Survival in the cold North Sea is a different problem; hopefully they wore their life jackets. If they go that route, then assume all Deep Ones are killed when *UC-12* blows up. The Keeper should also assume that any survivors are picked up by a merchantman soon afterward, and spend the rest of the war in an internment camp.

In a siege, the Deep Ones remain outside trying to get in, and will do so for at least eight hours. Depending on the situation, the sub may not be able to submerge, and meanwhile the devil fish are clawing their way in. Petri, if not dealt with, may try to help them get inside. At the end of that time, assuming they haven't clawed the hatch free (**Difficulty 8 Athletics, Mechanical Repair** or similar to prevent) then they leave, never to return. This siege may also happen if the Deep Ones are beaten off (take four or more losses) and if that happens they'll wait eight hours to see if there's any way to get through the human defences before leaving.

### Deep Ones

**Abilities:** Athletics 8 (surface) 12 (water), Health 9, Scuffling 8/12, Weapons 6/4.

**Hit Threshold:** 4/5

**Alertness Modifier:** +0 / +1

**Stealth Modifier:** +0 / +1

**Weapon:** +1 (claw) +1 (trident)

**Armour:** -1 vs. any (scales and skin)

**Stability Loss:** +0

### Otto Petri

**Abilities:** Athletics 6, Cthulhu Mythos 1, Fleeing 4, Firearms 4, Health 8, Mechanical Repair 5, Piloting 8, Weapons 6

**Hit Threshold:** 3

**Alertness Modifier:** +0

**Stealth Modifier:** +0

**Weapons:** Knife (-1), Club (-1), Fist/Kick (-2) Firearm (+0)

**Armour:** none.

**Stability Loss:** +0 (infected version only)

## THE OPEN WAVES

This covers events after the encounter with *UC-16*.

The sub needs to make its way past the English defences and lay its mines in or as close to the harbour as they can manage. The Keeper should intersperse this sequence with red weed and Deep One action, as detailed above. Scenes in this sequence can include:

**Dive!** *UC-12* encounters an enemy ship, a fishing boat. In theory it poses no threat to the sub and the protagonists may be tempted to attack it, using the machine gun to back up its assault. The other option is to emergency dive and hope to sneak past. Under the rules of war, if *UC-12* attacks the fishing boat, they have to let the crew abandon ship before they sink it. If they don't attack then they need to make sure they aren't spotted; otherwise the fishermen might warn the Admiralty that a sub is operating in the area.

**Fishing Nets** The English have set up a defensive line, using fishing trawlers dragging nets behind them as a means of catching U-boats. *UC-12* must either cut through the nets (**Piloting Difficulty 6**) or cleverly avoid the snare (**Sense Trouble** or similar **Difficulty 5**). Failure in either test means that the boat was caught and eventually breaks through, but not before taking system damage, which means they're stuck on the sandy bottom with no lights (electricity's out, needs **Electrical Repair Difficulty 5**) and all aboard take **-2 damage** when the boat shakes its way free of the nets. The **Electrical Repair** can be attempted multiple times, but each failure results in **-1 damage** to the user, representing sulphuric acid splash.

**Deployment** The sub's mines are released. From this point forward they can no longer be used in a pyrrhic victory (see *The Devil Fish*). As the sub retreats there is a muffled bang and the boat is shaken from stem to stern; one of the mines must have detonated prematurely. [In fact, the Deep Ones tried to use it against the sub, but that plan didn't work well for them.

They lose several of their number, and in any future attack the Keeper should assume they've already taken four losses. That means they're more easily beaten off.] **Piloting Difficulty 6** or everyone on board takes **-2 damage**.

**Buzzards** As *UC-12* surfaces and makes its way back to port, its batteries depleted, it is sighted by two enemy scout planes. Neither has much fuel left nor, thankfully, do they have bombs. However they do have machine guns and will go on the attack for **4 combat rounds** before they have to leave for lack of fuel. If the boat submerges **Electrical Repair Difficulty 6** is needed to keep the batteries going, as they haven't had time to recharge. It takes at least **2 combat rounds** to submerge. The planes are DH2 'pusher' scouts with observers;

**DH2:** *Piloting 8, Firearms 7, Health 12; Hit Threshold: 4; Alertness: +0; Stealth: n/a; Weapons: machine gun (+1); Armour: none.*

If this scene coincides with a Deep One attack it could be advantageous for the protagonists; several Deep Ones might get caught in the crossfire.

At some stage during the above sequence the Deep Ones will make their move.

If the protagonists survive that and get back to port, the military authorities will be very sceptical of any fish stories. Insisting that the boat was attacked by Devils could get the protagonists incarcerated as lunatics. The red weed is a mystery that biologists will chew over for a while, but after the war all record of the incident is lost. Whatever is left of the weed ends up forgotten, in dusty bottles on someone's shelf.

If they keep their own counsel then the Kapitän is awarded his Order of the Red Eagle and the crew get special mention in dispatches, as two merchant ships are confirmed sunk by their mines; another 3,000 tonnes sent to the bottom.

Of course, that might not be much consolation to the crew of *UC-12*, bearing in mind they'll have to go out and do it all again ...

## In Playtest

This seems to be a scenario in which either everyone survives or everyone dies. However you'll be pleased to hear that – in the majority of cases – it was a bloodbath, with one or two half-crazed survivors floating clear of the wreckage. In only one instance did the entire group survive, helped perhaps in part because a player had the role of Kapitan. The Keeper should bear this in mind, when deciding whether or not to allow a player that role; it may be more sensible to leave Schabell as an NPC.

In broad terms, the opening scene Gott Strafe England and the scenes that follow, Church Bells and A Close Shave, are intended to set the tone for what follows as well as to introduce the players to what is probably an unfamiliar setting. The Keeper shouldn't feel a need to rush through these scenes to get to what follows; instead it would be better to let the players explore a bit on their own. The intent is to give

players a chance to meet and talk with the significant NPCs, as well as set them a few minor challenges so that they have a chance to get used to the idea of being on a U-Boat. Now is the time to emphasise the little things like the biting cold, lack of space, the stench that pervades every inch of the Boat, the harsh discipline and the unforgiving environment. UC-12 is a significant element in the scenario, not just as a means of getting to Tyneside and back but also as a setting, even as a character in its own right with all its creaks, leaks and stench. The Keeper should use these early scenes to emphasise that fact.

After the Ghost Ship scene it may be useful to heighten player paranoia, perhaps by suggesting that a particular character is being observed; Sense Trouble may be helpful here. Though the player should never have their suspicions absolutely confirmed,

perhaps a ripple in the water as though something just sank out of sight (when the submarine is on the surface) or a sense of being watched (when the sub is underwater) can be useful.

Some players guessed that Deep Ones would attack as soon as UC-12 surfaced. In instances where the players seem to have been too clever for their own good, the Keeper may prefer to replace Deep Ones with something else in the scenario climax. A Xothian for instance, or perhaps something less formidable, like a giant octopus prodded into action by Deep Ones swimming alongside UC-12. Even sea-rotted zombies – again, summoned and controlled by Deep Ones – could be a useful substitute, if the players are feeling full of themselves. Naturally this option should only be used if, in the Keeper's judgement, using Deep Ones in the final scene would be anticlimactic.



## Pre-Generated Characters

The Keeper should bear in mind that if these are not used, or if there are fewer than six players, these pre-gens were created on the assumption that the game includes six players. This means that extra points may need to be added, for fewer than four players; the pre-gens had 16 Build Points and 65 General points spent on them.



# 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: Funkmaat Hektor Webber

Drive: Curiosity

Occupation:<sup>2</sup> Radio Operator

Pillars of Sanity: 1) There must be something out there, some other intelligence, some other life 2) Technology can defeat any obstacle, 3) Scientific method is the best way to find answers to any problem.

### Academic Abilities

Cryptography - 1

Languages - 2

-

-

### Interpersonal Abilities

Assess Honesty - 3

Credit Rating - 2

Flattery - 2

Intimidation - 2

### Technical Abilities

Astronomy - 2

Evidence Collection - 1

Outdoorsman - 2

Photography - 2

### General Abilities

Athletics - 4

Conceal - 8

Electrical Repair - 6

Fleeing - 8

First Aid - 3

Firearms - 5

Health - 8

Preparedness - 6

Psychoanalysis - 3

Scuffling - 6

Stability - 7

Sanity - 7

Weapons - 6

<sup>1</sup> In a Pulp game where Sanity can be recovered, mark Sanity pool loss with a line, Sanity rating loss with a cross.

<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>5</sup> Usually, you can't start with Cthulhu Mythos. Sanity is limited to 10-Cthulhu Mythos.

<sup>6</sup> In a Pulp game If your Firearms rating is 5 you can fire two pistols at once (see p. 42)

<sup>7</sup> Assign one language per point, during play. Record them here.

<sup>8</sup> Any Fleeing rating above twice your Athletics rating costs one point for two.

<sup>9</sup> Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

<sup>10</sup> You start with 4 free Sanity points, 1 Health and 1 Stability point.

Page references refer to the Trail of Cthulhu Core Rulebook

Webber is a wide-eyed enthusiast for all things modern. Who would be born in any other century than this, and at any other time? Innovation and technology have changed the way people see the world, how they think, how they communicate — and how they wage war. Webber is grateful not to be in an attack boat; as a radio operator, he can't help picture his opposite number, aboard the ships that get sunk, frantically tapping a plea for help that will probably never be answered. At least, in a UC class boat, Webber can comfort himself with the knowledge that UC-12 will be miles away, out of sight and out of mind, before any damage is done. Though not a religious man, strictly speaking, Webber does believe in an intelligence greater than man's, and he can't wait to meet it, one day.

# 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: Leitender Ingenieur Elias Hoffman

Drive: Duty

Occupation:<sup>2</sup> Chief Engineer

Pillars of Sanity: 1) The Kaiser is the father of the nation; he knows best. 2) Man is the instrument of Divine Will

### Academic Abilities

Physics - 2

### Interpersonal Abilities

Bureaucracy - 2

Credit Rating - 2

Intimidation - 2

Interrogation - 2

Military Talk - 2

Reassurance - 2

### Technical Abilities

Chemistry - 3

Outdoorsman - 2

### General Abilities

Athletics - 4

Electrical Repair - 8

Firearms - 6

Health - 7

Mechanical Repair - 10

Piloting - 7

Scuffling - 10

Stability - 6

Sanity - 9

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)

<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

At the grand old age of 25, Hoffman is the Papa of the boat. He has a wife, and a child; he's practically a doddering ancient compared to the children the Navy recruits these days. He acts as father confessor, older brother, and problem solver, a role that comes naturally to him. Before all this, he was a spit-and-polish officer aboard the HAPAG liner Victoria Luise, and once met the Kaiser's brother, Prince Henry. Hoffman volunteered for U-Boat duty because he knew they needed experienced men, and he didn't want to let the Kaiser down, even though the risks were much greater in the submarine service.

# 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: Mechaniker Leon Voss

Drive: Follower

Occupation:<sup>2</sup> Mechanic

Pillars of Sanity: 1) Strength, in mind and body, is the only thing a man can rely on. 2) Always back up your mates, and they'll back you up, when things get bad

### Academic Abilities

### Interpersonal Abilities

### General Abilities

Assess Honesty - 2

Flattery - 2

Intimidation - 4

Athletics - 8

Explosives - 8

Filch - 8

Firearms - 6

Health - 10

Mechanical Repair - 10

Scuffling - 12

### Technical Abilities

Stability - 6

Sanity - 6

Outdoorsman - 2

Sense Trouble - 5

Evidence Collection - 1

Weapons - 8

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<sup>8</sup> Any Fleeing rating above twice your Athletics rating costs one point for two.

<sup>9</sup> Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

<sup>10</sup> You start with 4 free Sanity points, 1 Health and 1 Stability point.

Page references refer to the Trail of Cthulhu Core Rulebook

Voss has had a spotty record, up till now. He used to be a bookmaker's agent, and fought with the racetrack gangs. Though he never was arrested for anything serious, there were a couple of close calls, and he joined the Navy to avoid getting sent to prison. Since then, he's discovered that the Navy life is a lot like being a gang, and he finds that comforting. It's good to know that, when the chips are down, you're serving with the best – men you can rely on. Voss counts all the crew of UC-12 as his own personal mob, and he'd back any of them against the world.

# 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: Leutnant zur Zee Felix Mayr

Drive: Adventure

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

Pillars of Sanity: 1) The sea is a beautiful wonderland, 2) The Navy is the only career for a man.

### Academic Abilities

Biology - 2  
Medicine - 2

### Interpersonal Abilities

Assess Honesty - 3  
Bureaucracy - 4  
Credit Rating - 2  
Intimidation - 2  
Military Talk - 2

### General Abilities

Athletics - 9  
Firearms - 8  
First Aid - 4  
Health - 7  
Piloting - 6  
Scuffling - 8  
Stability - 8  
Sanity - 7  
Sense Trouble - 6  
Weapons - 8

### Technical Abilities

Evidence Collection - 2  
Outdoorsman - 4

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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>5</sup> Usually, you can't start with Cthulhu Mythos. Sanity is limited to 10-Cthulhu Mythos.

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<sup>10</sup> You start with 4 free Sanity points, 1 Health and 1 Stability point.

Page references refer to the Trail of Cthulhu Core Rulebook

Mayr is a doctor's son, and has the faintly bookish air of someone who doesn't really belong in the rough-and-tumble Navy. However, even as a child he always wanted to run away to sea, like his Uncle had twenty years ago, and the war gave him his chance to get out from under his father's wing. Natural intelligence and aptitude has taken him this far; soon, he hopes to have command of his own boat. He can be surprisingly fierce when he chooses, as several unruly sailors have found, to their cost. When Germany wins the war, there will be a place for men like Mayr in the Kaiser's Navy, and he wants to be ready to fill that place when it opens up.

# 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: Steuermann Jakob Klinghoffer

Drive: Revenge

Occupation:<sup>2</sup> Helmsman

Pillars of Sanity: 1) There is some value, even in the worst of mankind. 2) Germany shall take her rightful place among the great nations of the world.

### Academic Abilities

Anthropology - 1  
History - 1  
Library Use - 1

### Interpersonal Abilities

Assess Honesty - 1  
Flattery - 2  
Intimidation - 4  
Military Talk - 2

### General Abilities

Athletics - 8  
Explosives - 5  
Fleeing - 8  
Firearms - 6  
Health - 8  
Scuffling - 8  
Stability - 7  
Sanity - 8  
Sense Trouble - 5  
Weapons - 8

### Technical Abilities

Astronomy - 2  
Chemistry - 1  
Evidence Collection - 2  
Outdoorsman - 2

<sup>1</sup> In a Pulp game where Sanity can be recovered, mark Sanity pool loss with a line, Sanity rating loss with a cross.

<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>5</sup> Usually, you can't start with Cthulhu Mythos. Sanity is limited to 10-Cthulhu Mythos.

<sup>6</sup> In a Pulp game If your Firearms rating is 5 you can fire two pistols at once (see p. 42)

<sup>7</sup> Assign one language per point, during play. Record them here.

<sup>8</sup> Any Fleeing rating above twice your Athletics rating costs one point for two.

<sup>9</sup> Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

<sup>10</sup> You start with 4 free Sanity points, 1 Health and 1 Stability point.

Page references refer to the Trail of Cthulhu Core Rulebook

Klinghoffer never really gave the war that much thought, until recently. He had too many other things on his mind, mostly his studies, and the squabbles of his extended family, including five brothers. As of two months ago, Klinghoffer is now an only child; his last surviving brother, Max, was gassed on the Western Front. There is nothing he wants more than to get even with the people who took his family away from him, and his studies have long since been forgotten. He can't even imagine what life will be like, after the war.

# 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: Maschinisten Ernst Weissman

Drive: Bad Luck

Occupation:<sup>2</sup> Engineer

Pillars of Sanity: 1) The Lutheran Church, 2) Family above all things; there is no greater task than to be a father, 3) Science has led us into the light and will continue to do so in the future.

## Academic Abilities

Physics - 2

## Interpersonal Abilities

Flattery - 4

Intimidation - 2

Reassurance - 1

## General Abilities

Athletics - 8

Explosives - 6

Electrical Repair - 8

First Aid - 4

Firearms - 6

Health - 8

Mechanical Repair - 10

Psychoanalysis - 6

Scuffling - 9

Stability - 7

Sanity - 6

Weapons - 9

## Technical Abilities

Chemistry - 1

Outdoorsman - 2

<sup>1</sup> In a Pulp game where Sanity can be recovered, mark Sanity pool loss with a line, Sanity rating loss with a cross.

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Weissman recently had fantastic, and frightening, news: Marthe is expecting their first child. Their marriage had been a rushed affair, right after he'd been called up, and he hadn't given any thought to what the future held. Now the future's been thrust upon him, and he's almost looking forward to it. He's a big fan of rocketry, and had been working with a lab on early prototypes just before the war broke out. One day he'll go back there, and help his son – or daughter, perhaps – reach the stars, and touch the face of God.