

Theatre Of the Mind Enterprises, Inc. presents:

# WHISPERS FROM THE ABYSS

and Other Tales



## A CALL OF CTHULHU Adventure

*Flourenoy*  
'83

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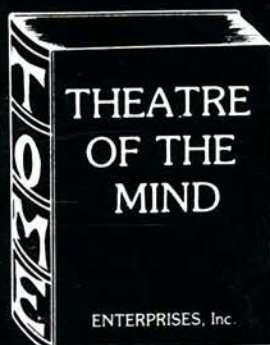


This volume is designed specifically for use with *Call of Cthulhu*, **Chaosium, Inc.'s** fantasy role playing game of the macabre.

Three scenarios steeped in the tradition of **H. P. Lovecraft** await the Keeper of Arcane Knowledge.

**WHISPERS FROM THE ABYSS** explores the strange events that lead to the abandonment of Roanoke Island: North America's first colony. The second scenario, **ON THE WINGS OF MADNESS** will see the Players cross the Atlantic Ocean in a desperate attempt to recover a stolen Egyptian artifact, while a bizarre rendezvous awaits them in *DE SCHIP ZONDER SCHA DUW* (The Ship Without Shadows).

Illustrations, maps and photocopy-ready props are provided to vividly portray the **Whispers from the Abyss and Other Tales**.





APRIL						
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1925

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Thunder

Severe

storm

Rain

Clear

Clear

Clear

Clear

Hot

Heat

Month	Modifier
April/May	0
June/Sept.	1/-1
July/Aug.	2/-2

CALENDAR AND WEATHER CHARTS

# **WHISPERS FROM THE ABYSS** and Other Tales

A **TOME** presentation

## **CALL of CTHULHU**

with permission from **Arkham House**

approved by **Chaosium, Inc.**

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**Special thanks to:** Ed Erkes, Priscilla Fetter, and Bob Hansen. We couldn't have done it without them!

Sections of **Captain Vanderdecken's** log are taken from: *Voyages to the East Indies*, by C. Fryke and C. Schweitzer, London, Cassell, 1929.

Any rules changes, additions, or suggestions contained herein are not considered official addenda to the **Call of Cthulhu** game system. They are optional rules that may be used at the whim of the individual Keeper, or, if essential to correct play of a scenario, may be restricted to that scenario only, at the Keeper's pleasure.

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# ON THE WINGS OF MADNESS

by Chip Bickley

## INTRODUCTION

*On the Wings of Madness* has been created for use with *Call of Cthulhu*, Chaosium, Inc.'s fantasy role playing game; by permission of Arkham House.

The Keeper of Arcane Knowledge (Keeper) will find in this scenario all the necessary information to run an adventure set on board a zeppelin during April, 1933. The sections of the scenario are arranged with player's information given first, and Keeper's knowledge second. Successful running of *On the Wings of Madness* depends on the Keeper's assimilation of the presented material. This scenario places a premium on the Keeper's play of the Non-Player Characters (NPCs), and thus, a prepared Keeper will be well versed in the NPCs and their roles.

Except where noted, there is no connection between the characters of this scenario or any persons, living or dead.

## BACKGROUND

In 1888, Dr. E. Wallis Budge, purchasing agent for the British Museum, found in an 18th Dynasty (15-1400 B.C.) Egyptian tomb near Luxor, Egypt, the largest papyrus scroll ever discovered. Its perfect state of preservation was stunning, its content to Egyptologists seminal. The papyrus was the Book of the Dead - an ancient ritual to be performed for the dead to insure the Great Awakening of the spirit in the hereafter. Budge's published translation of the papyrus in 1895 and his subsequent work in the field secured his place as a prominent Egyptologist. The subsequent translation became the core of recorded Egyptian history.

Unfortunately, Budge never felt his work was worthy of the respect it had garnered for him. He knew that what he had found was only a portion of a greater volume of the Book of the Dead. Specifically, each Egyptian of means had buried with him a

papyrus detailing the particular ritual he wished followed after his death; therefore, any one Book of the Dead was limited by the dual constraints of the desires of its benefactor and of the desires of the dominant high priest sect (sects performed only those rites of their persuasion, so there was no sense creating a book that would not be followed).

In 1926, as Budge neared death, the Egyptian Service des Antiquites began to excavate the half-buried Sphinx from the sands of the encroaching desert. (The preceding is fact.)

Early in 1927, the British Museum's head Egyptologist, a Dr. John Page, reported to the Museum the finding of another great papyrus, 18" wide and 84" in length, in the depths of the Sphinx - accessible for the first time in a millenium. The translations by Page and the hieroglyphic experts of the Service des Antiquites revealed the scroll to be another book of the dead but nearly twice the length of Budge's find (referred to as the Book of Ani, the name of the man whose tomb it was found in) and from a previous dynasty. Budge requested that Page bring this papyrus to London in order that the full and greater resources of the Museum could be brought to bear on it.

Page, and reluctantly, the Egyptians agreed. Passage on board an Alexandria to Plymouth ship was booked by the Museum for June 8, 1927. Page left an Alexandrian hotel with the scroll an hour before the ship was due to depart (as the later police investigation would ascertain) and was never seen or heard from again.

Budge immediately employed the renowned and accomplished private investigator, Mr. Andrew Pressley, to track down the scroll.

## PLAYER'S OPENING SCENE

**Narrative:** 10:00 a.m. Saturday, April 1, 1933

The players will have responded to the following telegram:

NEED YOUR SERVICES FOR ONE WEEK. EXPENSES PAID. GENEROUS GRATUITY. MEET ME AT ROOM 14 BUILDING C LAKEHURST N.A.A. N.J. AT 10 A.M. APRIL 1. PREPARE TO TRAVEL.

HAROLD COMMANGER, BRITISH MUSEUM

You are in a disused office, Room #14, Building 'C', Lakehurst Naval-Aero Station, New Jersey. As you entered the gates of the station, the huge, cigar-shaped zeppelin hovering at its mooring caught your attention. Its dwarfs the three and four storied buildings of the base. From the one soiled window of this ground floor office, the zeppelin and hundreds of ground crew still dominate your view. A wooden desk and several chairs sparsely fill the room. The light comes from a single bulb in the ceiling.

At ten o'clock the only door to the room opens. Along with a well dressed, middle aged man the door emits the only sunlight you will see for an hour. He plods to the desk and drops a pack of tailored cigarettes and a bunch of envelopes on it, before settling into the desk chair. In apparent relief from carrying around his considerable bulk, the man stretches back on the chair, then leans forward, hunching over the desk, and lights the first link in a chain of cigarettes.

Eyeing your group, he speaks, "Glad to see you could make it. I am Harold Commanger, the author of the telegram you received."

"I've gathered you here to perform a task for the British Museum. I am the purchasing agent for the museum and, as such, am empowered to cover all your attendant expenses, and generously reward your efforts on our behalf. Of course, if I am unable to personally fulfill my part, the Museum will meet our obligations to you without question.

"As a purchasing agent, I have learned to be forthright when it comes to the matter of personal service. Therefore, you shall receive all expenses plus a base pay of two hundred dollars a day for the period of one week, starting today and ending at midnight next Saturday, the eighth. That is the rate per person. To be truthful, much of the latter part of the week, in fact, the last four or five days, will be spent in getting you back to the States.

"If any one of you finds these terms disagreeable, I ask that you withdraw now. What I have to say next is of a sensitive nature to the Museum and, perhaps, the British people themselves."

In a waiting pause, Commanger extracts another cigarette and lights it, inhaling furiously he continues a dedicated effort to deplete his pack (only five minutes have passed).

"What I am asking of you is, as I have alluded, a sensitive job," Commanger continues, "the Museum and I are asking you to recover a piece of property stolen from one of our agents years ago. Only recently have we learned of its whereabouts.

"The object is a papyrus scroll, the most recently discovered Book of the Dead, and of the highest value to the student of Egyptology. As, regrettably, are many things outside the mind of politicians, it is also now a pawn of international diplomacy. This scroll was difficult enough to find, but the petty bickering of nations over it is disgusting to a man of worth like myself.

"Our agents have found the papyrus to be in the possession of a Dr. Schlupp from the University of Heidelberg. Some of you may have heard of this lunatic's lifelong search for the "super beings", like the Sasquatch or the Abominable Snowman, or, as he was looking for recently, the Jersey Bigfoot. Now with Herr Hitler at the helm, what better playground is there for such a man?"

Commanger lights another cigarette and proceeds, "I cannot stress enough the significance of this job, it has a potential for both ideological and intellectual confrontation. You must understand, though, by what I have said thus far, the gravity and the effort being brought to bear by both sides to win this little war.



"Who initially took the scroll from our man none can say, but few can argue about where it has ended up.

"Dr. Schlupp is leaving today on the zeppelin 'Friedrich der Grosse'. It is bound for Friedrichshaven, Germany. You will also be on board. I have your tickets here." He taps the envelopes on the desk before him.

"I would accompany you but I arrived here by the very same zeppelin just two weeks ago. I had booked passage as an employee of the Museum. Additionally, I met Dr. Schlupp several years ago and he may remember me. I believe these two facts would make me more of a debit than an asset in this endeavor.

"I mentioned that most of your time would be involved in traveling. To be frank, your actual job requires only three days of work. Once the zeppelin lands in Friedrichshaven, this Monday noon, we believe that Dr. Schlupp will hand it over to the Egyptians. This, as the papyrus is an Egyptian national treasure entrusted to British care, will degrade the standing of the British in the eyes of our friends, the Egyptians.

"I intend to meet you in Munich. When you land in Friedrichshaven an agent from the Museum will be waiting to take you to my rooms in Munich. The pilot and I will then fly to Cairo, returning the scroll ourselves to the Egyptians.

"The rest of you will be flown to London on the fifth and onto New York on the sixth via charter.

"Now I must be leaving you. My flight for London departs New York at three this afternoon. Your tickets are here. The zeppelin leaves at one. You must be on board by noon."

Rising from the chair Commanger pulls out his watch, "Well, I see we do have a few minutes to answer questions, that is, if you have any."

#### **Keeper's Knowledge**

Commanger knows much more than he has revealed, but he is inexperienced in this sort of thing and just wants to get his part done. The Keeper will have to judge for himself how long and how much Commanger will talk.

#### **What Commanger knows:**

He became purchasing agent following Budge's death one year ago. He inherited the search for the book. It is still being tracked by Budge's original investigator, Mr. Andrew Pressley.

On March 21, Commanger received at the Museum a telegram from Pressley asking Commanger to meet him at the Whiting Inn, Whiting, N.J., on March 27. Pressley was to then turn the scroll over to him. Commanger accordingly booked passage for himself and a P.I. named Matt Granger (who will also be the man awaiting the party in Friedrichshaven) on the zeppelin.

On March 27, Commanger and Granger landed at Lakehurst. They proceeded to Whiting (10 miles to the south) and at the Inn found out that Pressley had been murdered on March 24. Police found few clues; Pressley was knifed to death in his room, which was also ransacked. The assumed motive is robbery. Locals say Pressley often went into the Pine Barrens seeking a German Anthropologist Group headed by Dr. Schlupp (had looked for the group on March 24). The Germans questioned by police claimed to have never seen Pressley. "They are always on the move tracking Bigfoot."

On March 28, a German lieutenant and two sergeants arrived and stayed overnight at the Inn. (Commanger and Granger saw them on the zeppelin. They stayed with the crew.) The Germans remained in their rooms until morning and then left in the direction of the Pine Barrens to the south.

On March 29, Commanger made shipping arrangements for Pressley's corpse aboard the zeppelin. Once during a casual conversation, the captain remarked that Commanger might see familiar faces on board; the lieutenant and the sergeants were also booked for the return flight. At dinner, Granger told Commanger that he saw the lieutenant and sergeants drive north through town around 4 o'clock. They had an old man with them.. Granger's description of the man fit Commanger's memory of Dr. Schlupp. That was when the telegrams for the Investigative Party were sent.

On March 30, Granger went to New York to arrange their flights and accommodations for the coming week while Commanger took a room in Lakehurst to await the party.

Commanger, while waiting for the party on the morning of April 1, saw the lieutenant, the sergeants, and Dr. Schlupp board the zeppelin at eight o'clock. They had little luggage, but one sergeant carried a large box.

These are the facts as Commanger knows them. He believes them absolutely. If anything troubles him, it is what appears to be a military escort for Dr. Schlupp, but he will downplay any alarm among the party about this.

Remember most of all, Commanger wants the scroll and he knows its must be taken before the Germans disembark at Friedrichshaven.

### **THE ZEPPELIN - THE FRIEDRICH DER GROSSE (FDG)**

The FDG became the world's first commercial zeppelin when launched on September 22, 1928. The size of the ship alone (790 feet long, 115 feet in diameter, and a capacity to hold 4.2 million cubic feet of hydrogen) grabbed the world's imagination. The spectacular adventures of exploration (trips to land expeditions on Mt. Everest, north-south circumnavigation of the Earth, etc.) which consumed the years between 1928 and 1933 brought the world's admiration to the ship, its crew, and the captain, Gustav von Rorck.

(All characters would know the above information. The sections that follow are known to the Keeper and may be found out by the Player Character (PCs). A section will give general information available by sight or in conversation with the ship's personnel).

#### **Critical Knowledge Roll:**

In 1925, von Rorck, encouraged by the Treaty of Locarno, threw himself wholeheartedly into the task of building his "dream ship". (Prior to that he had to make do building prototypes of the less than a million cubic feet prescribed by the Treaty of Versailles). The year nineteen hundred and twenty six found him with the plans but hardly the cash. Not until he found himself in the company of Erich von Ludendorff, the unsung hero of Tannenberg and former commander of the Kaiser's Armies on the Western Front, did this change. Ludendorff had made himself a party to a number of radical nationalistic groups since the war, who ex-

ploited him for the air of respectability his name entailed. These groups, the Nazis among them, were only too eager to add another hero of the Fatherland to their list. Von Rorck acquiesced, but only to the extent that his ship would pay lip service to whichever group provided the most support while it was being built. Once it was launched, it would only be made available during election periods at no lower than national levels. Through all this, von Rorck still managed to remain the major stock holder, an incredible feat in any age.

**Ship Exterior** - The ship appears as in the illustrations. It is silver and has a large swastika on each side of the tail fins. Additionally, beginning at the top of the bridge and ending just below the mooring cone, there is the great, semi-circular window of the observatory. A successful Spot Hidden roll while boarding will reveal a set of doors (35' x 35', uniform to the curve of the ship) 100' forward of the tail fins. There is one set in the same location on each side of the ship. These are the doors to the Eagle's and Byakhee's rooms.

#### **Use floor plans with the following sections.**

**Bridge** - The bridge contains two steering wheels (one for the vertical fins, the other for the horizontal fins), an altimeter, a compass, and gauges for monitoring the fuel (propane) and hydrogen cells. There is a pressure and volume gauge for both fuel and each of the thirteen hydrogen cells. A successful Spot Hidden roll will reveal a small pair of levers recessed in the gauge panel. They are padlocked to one position. They open and close the Eagle's Room and the Byakhee's Room exterior doors. (If asked about them, ship's personnel will say that they control the fuel cells and are very dangerous). There is also a series of depressed flags. These are connected to the gas sniffers. (See other scenario) They are also the reason few of the crew enjoy smoking tobacco.

**Chart Room** - The chart room is occupied by a chart table and chair plus a cabinet of chart drawers. A successful Spot Hidden roll will reveal the bottom drawer of the chart drawers to have a keyhole. (When asked, ship's personnel will say it is reserved for any explorers or military men employing the ship. It actually contains Tutu's charts of Egypt, which are themselves of note for the hieroglyphic notations on them).



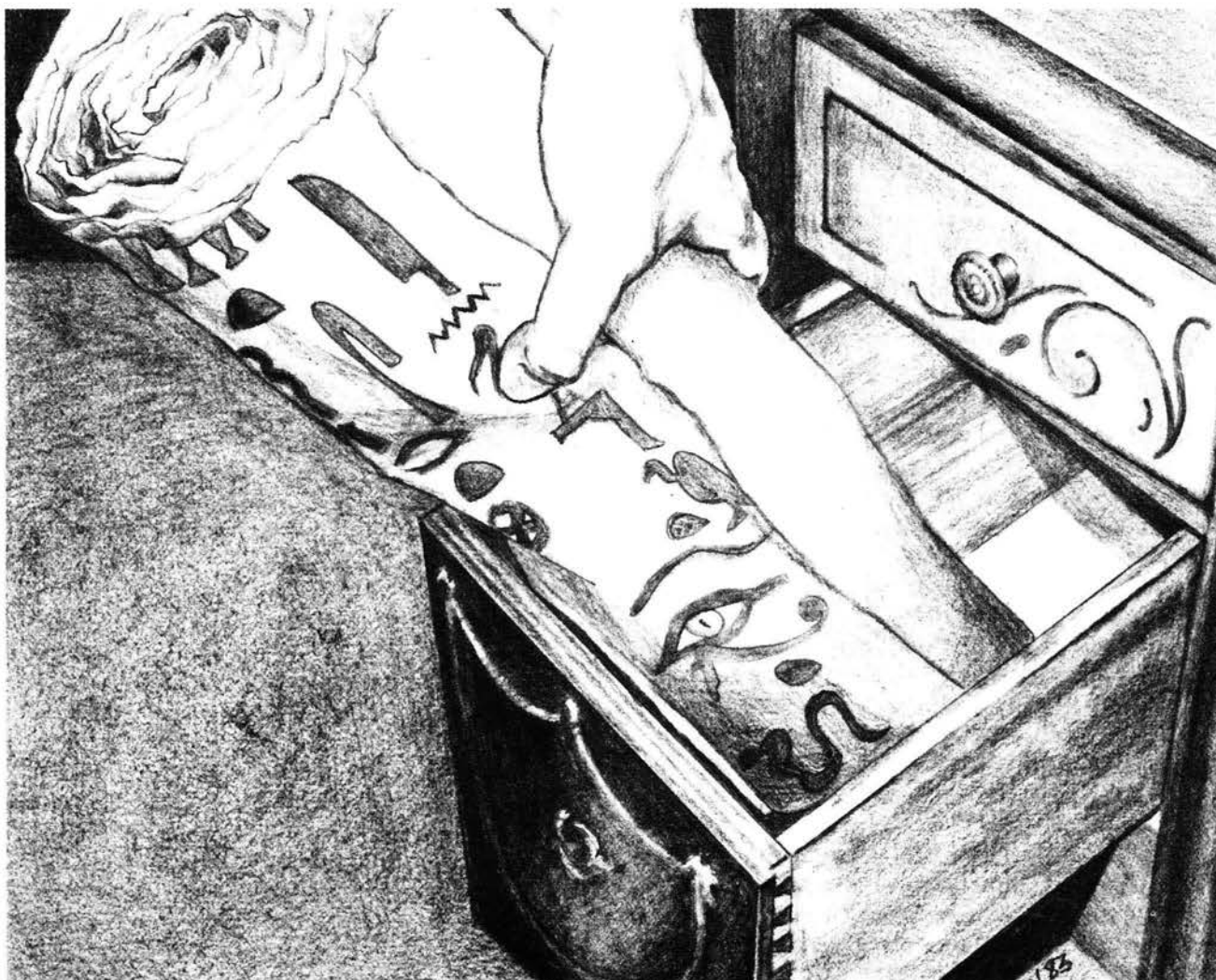
**Radio Room** - The radio room is equipped to communicate via air to sea or air to ground at ranges of up to 100 miles (weather permitting). There is also a small switchboard. These are all large bulky instruments that are well fastened down. The switchboard will be said to be for intership communication, chiefly to the crews quarters. (They will not mention that the passengers rooms are also eavesdropped from here).

**Passenger Cabins** - The cabins have a bunk bed, couch, chair, and desk. All but the chairs are built in. There is a battery desk lamp and a ceiling light. A one-foot by one-foot vent screen is centered in the ceiling in the wallpapered and soundproofed (gunshots and screams will be heard). A successful Spot Hidden roll by a P.I. or a P.C. with similar knowledge will reveal a microphone (5 inches in diameter) in the base of the couch. Any other P.C. will find it on a critical Spot Hidden roll (20% of P.C. current skill).

**Other Rooms** - The other rooms, Galley, Dining Salon/Lounge, washrooms, and toilets (designated Men and Women) are straightforward affairs. Remember the FDG is a topnotch ship. The food and service is akin to that of a first class hotel.

**NOTE:** The Dining Salon/Lounge is the only room where smoking is permitted. This is strictly enforced. The room is especially constructed with this indulgence in mind. In fact, all lighters and matches should be voluntarily handed over upon boarding. Only the steward on duty controls the electric lighter.

**Observation Deck** - This room's entire outside wall is glass. A rail, four feet from the floor keeps viewers from the glass itself; this is only to guard against falling out. There are table and chairs with several couches arranged to take advantage of this lofty perch. There is also a piano and a bar. (Special historical note - aluminum furniture was originally invented with zeppelin travel in mind).



**Captain's Quarters** - A formally furnished suite with desk, chairs, large bed, private bath, and bookcases. The walls are covered with pictures of the crew, the FDG, the Captain, and various famous explorers and military men in various locations throughout the world. Tutu is in most of them and Dr. Schlupp is in one (taken in the Himalayas while searching for the Abominable Snowman). There are some pictures taken at the Pyramids. The books are of aviation, its heroes and mechanics. (A successful Spot Hidden roll will reveal a three foot by three foot hatch in the ceiling. It will be claimed to be an access for maintenance. The door actually joins with a similar one from Tutu's room and leads back to the Eagle's and Byakhee's Rooms by way of shaft that may be crawled through.

**The Tutu's Room** - Furnished similarly to the Captain's Room. Fewer pictures hang on the walls and they are mostly of Egyptian landscapes. There is a painting of Cleopatra and Mark Anthony. As in the Captain's Room, a successful Spot Hidden roll will reveal the hatch in the ceiling. No ship's personnel will ever willingly let a P.C. into this room. The Book of the Dead is in the bottom drawer of the desk. The drawer above contains Ani's Book of the Dead (Budge's find). The other drawers will contain books on the gods and hieroglyphs of the ancient Egyptians (in German, including Budge's THE BOOK OF THE DEAD and THE GODS OF THE ANCIENT EGYPTIANS).

**The Eagle's and the Byakhee's Rooms** - At the end of the second floor hall, there is a locked metal door (all others, save the exterior door of the gondola, are wooden). No P.C. will ever be allowed beyond this door by ship's personnel. The door will be said to lead to the interior of the cells, which no one goes to while in flight. Behind the door, the hall extends nearly 600 feet to the interior doors of the Eagle's and Byakhee's Rooms. The Eagles are on starboard, the Byakhees on the port. Opening either door will place the P.C.s on a balcony twenty-five feet from the floor of the room and eight from the ceiling. Before them, forty feet distant, will be the interior of the outside doors, stretching from floor to ceiling in a concave curve.

The Eagle's Room balcony has steps on the left leading along the interior wall to the floor. Under the balcony, four feet from the floor on the interior wall (but not visible

from the balcony without hanging over) are three pegs with small saddles and long harnesses (saddles for the Eagles). The floor is a mess of feathers and several large bowls of water are scattered around and about.

The Byakhee's Room is laid out the same, but the stairs are on the opposite end. The saddles are in the same place, but the harnesses are longer. Five bowling ball-like stones are under the saddle pegs. Black, smooth, and solid, they are heavy to lift, though not too hard to roll. A successful Spot Hidden will reveal tufts of strange animal fur here and there on the floor.

**The Other Rooms** - (Located directly above the Passenger's gondola) - Crews' Mess, Crews' Galley, washrooms, and toilets are similar to their first floor counterparts, but more spartan. Note that there is a door between the crew's hall and the Observatory. This door is locked at all times. All ship personnel have a key, though, and will be reticent about opening it for P.C.s.

## NON-PLAYER CHARACTERS

The NPCs are the backbone of the scenario, the ship is a stage for the PCs and NPCs to act on. The PCs will have no success if they fail to acquaint themselves with nearly all of the NPCs. The Keeper must remember that the NPCs are people and are not rigidly locked into the following descriptions. All NPC skills, unless noted, are normal.

**Captain Gustav von Rorck** - The Captain is the builder, owner, and head of the FDG. There are a few private backers, the most notable is the new German government (the NSDAP in particular) which donates 40,000 marks a year, and has been doing so since 1927, with the stipulation that the swastikas be put on. This mattered little to the apolitical von Rorck.

The Captain was a zeppelin pilot in the Great War and proud of it. He spent the postwar years raising donations for the construction of the FDG, which began in 1926. Since its inaugural flight, he has rarely been on the ground and has little concern for what happens below him. At fifty-three, he is content to live out his dream, using the zeppelin to aid man in his quest for knowledge. Between these flights of exploration, the ship must take on the more mundane task of passenger and political service



to meet the bills and to fulfill its obligations. Von Rorck is not adverse to the job as it keeps the FDG and himself in the air; in fact, he is a considerate and warm host. Being a man of honor and high morals, von Rorck will allow no breach of good behavior on board and has no compunction about confining offending passengers to their rooms, if they seem unable to handle the bounty of the Lounge, bar, or the smoking regulations.

Von Rorck's life was saved in a fiery zeppelin crash while over London on a bombing run during the war, by Tutu. Tutu, a crewman at the time, pulled von Rorck from the flaming gondola and with a stolen boat sailed them back to Kiel, Germany. Von Rorck received most of the credit for this escapade, although he was unconscious most of the time. In turn, he will always put his life on the line to save Tutu.

Von Rorck is a tall and trim man cutting a fine figure in his sky blue suit. He appears a very confident and successful man.

From the Captain, the PCs may discover the following through the course of discussion pertinent to the fact.

1. Tutu stayed in Egypt, while the Fritz was being constructed, 1926-1928.

2. The true story of Tutu saving von Rorck's life (see above).

3. Tutu missed the last two crossings of the Atlantic in order to visit London and New York City and their museums. He just came on board this morning. (The Keeper should note that this covers a period from March 18-April 1.)

4. Professor Schlupp used the Fritz to explore the Himalayas. This was from September to November, 1930. To the Captain, Schlupp's search for the Abominable Snowman is a crackpot idea, but personally profitable. Also the Professor is too political for his tastes.

5. Professor Schlupp is under arrest for treason and that is a matter of state, not of the Fritz.

#### Von Rorck's Stats:

STR 14 CON 13 SIZ 12 DEX 14 CHA 14  
SAN 50 INT 14 POW 10 EDU 16 LUCK 50

Skills: Pilot Zeppelin 85%, Astronomy 70%, Oratory 70%

Weapons Skills: 9 mm. automatic pistol, 40% to hit, 2 shots per round, 1D8+2 damage, always carried. Rapier, 30% to hit, 1D6+1 damage. Fists, kicks, etc., normal percentage plus 1D6 damage bonus.

**Tutu** - The diminutive Tutu is the social director of the Fritz. During the evening, he plays the Lounge piano while his wife sings. Along with the Captain, he welcomes passenger and can be trusted to carry out any special requests. After the flight, he takes those interested on a tour of the public areas of the gondola, spicing it with tales of notable flights and passengers. He will always be present at meals, and generally, wanders the Fritz during the day attending to any passenger needs. Only the captain will overrule him.

The relationship between von Rorck and Tutu is a close one in terms of work, but personally it is not so. This arises from the fact that the Fritz is their only common interest. To Tutu the Fritz is a means to his ends. Of course, von Rorck is aware of the Eagle's and Byakhee's Rooms, but what exactly goes on there he cares little about - they are favors to a man who saved his life.

Tutu lives in total horror of death, especially since the zeppelin crash in England. He has searched for means to avoid this inevitability. In the translations of Budge's works he felt he had an answer, or at least a better one than his German Lutheranism could provide. It seems to him that the ancient Egyptians tried to circumvent death rather than merely resigning themselves to it.

Immediately after the war, he joined the ranks of unemployed malcontents in Munich; roaming the streets by day, sequestered with his books by night. Eventually his perusals of the occult brought him to the attention of Dietrich Eckhart. A furious, albeit brief friendship was the result until the latter's death. Later, the connections he had made bore fruit for him and von Rorck during their shuttles to the Himalayas and the South Pole. In 1925, he began working for von Rorck by enlisting backers for the Fritz. At the same time, he dedicated himself to the study of ancient Egypt including the written and spoken language. He grew under the spell of their fixation with the

sun and its domain, the sky, and felt that his association with von Rorck and his enterprise was a meeting of fate. Taking leave of von Rorck, he visited Egypt from 1926 to June, 1928, when he returned to join the completed Fritz.

Tutu was present at the excavation of the Sphinx and learned of the discovery of a new book of the dead. It was he who killed Page and stole the scroll. The P.I. Pressley was on to him, but lost his track when Tutu returned to Germany. Pressley again located Tutu on March 18, 1933. Tutu was boarding a plane in London for New York City after having just stolen the Ani Book of the Dead the previous evening. On landing, Tutu headed for the Pine Barrens to hide out and await the arrival of the Fritz. Pressley mistakenly assumed that he went to join Dr. Schlupp's party because they were the only German nationals in the area. It was here that Tutu murdered Pressley.

Tutu has complete control of the Eagles and can summon the Byakhees. Both will obey his commands. He will be able to command them to carry his wife, von Rorck, and himself away from the ship. There are five Eagles in the room, the stats of which the Keeper may roll up, using the SOURCE BOOK FOR THE 1920'S included in the "Call of Cthulhu" game. They start the scenario in the Eagle's Room and remain there until released.

The Byakhees can be summoned by Tutu after rolling the five stones in the Byakhee's Room into a circular pattern. Tutu will then begin the summoning while blowing on the mandatory whistle. Consult the "Call of Cthulhu" game book for rolling up any Byakhee that responds. Remember, even if the door to the room is not open, the Byakhee will be able to pass right through it to the circle of stones. Any responding Byakhee will obey Tutu and Tutu alone. The Byakhee are used primarily for getaways, but may attack people if distracted. On the other hand, the Eagles will attack anyone not with the Tutus or von Rorck. Their room is large enough for one Eagle at a time to fly, thereby allowing one to attack people on the balcony.

#### Tutu's Stats:

STR 14 CON 9 SIZ 4 DEX 17 CHA 11  
SAN 80 INT 16 POW 16 EDU 10 LUCK 80

Skills: Read/Write Hieroglyphs 80%, Speak English 60%, Jump 70%, Occult 40%, Piano Playing 75%, Summon Byakhee 55%

Weapon Skills: .22 revolver, 30% to hit, 2 shots per round, 1D6 damage, always carried. Pocketknife, 70% to hit, 1D3 damage, always carried. Kick 60%, Fists normal. Due to a 16+ DEX Tutu can Kick or Punch (not both) twice per round.

**Mrs. Tutu** - Mrs. Tutu is the cook and singer for the Fritz. She is an excellent cook and has first class provisions with which to work. She was an archaeological student in Cairo when she met Tutu in 1926. Having focussed much of her studies on the occult in ancient times, they were a natural match and were shortly married thereafter. She knew of the ritual to summon Byakhees and passed it on to Tutu who worked at mastering it (in fact, it was a Byakhee that carried the unfortunate Mr. Page off).

Mrs. Tutu also knew of a spell whereby she could enter a sleeping person's dreams (similar to a succubus). She will do this to one of the PCs, if the Tutus are aware of their intent to retrieve the scroll. This intrusion will be a most vivid dream (to be given to a player at the appropriate time) in which the PC will see the following:

"A large, muscular woman wearing a robe enters your room. Her eyes, unblinking, stare into yours. Before you can react, she has a stranglehold on your throat. If you struggle, your arms and legs merely pass through her. You cannot escape the tightening grip of her hands. Her face is inches from yours. Her coal black eyes pierce you and chill your soul. She says, 'Seek that which is not yours and seek death!' She repeats the line over and over again. You can't breathe, you can't scream - you're dying."

The PC will awake at the usual time, but will be startled at being alive. The PC loses two points of CON and two of SAN. The PC will from then on be afraid to sleep. It is up to the Keeper's discretion on whom will have the dream. If the whole party is sleeping, use the PC with the lowest POW, but if it is between two PCs, perhaps a power battle will enliven the scenario. Mrs. Tutu will not feel well for about 8 hours after the spell, she will be weak (she must expend a point of POW each time the spell is cast).



Mrs. Tutu will take charge of the ship if both Tutu and von Rorck are out of the scenario. The crew will obey her. If Tutu has been killed, Mrs. Tutu will go to any means to avenge him - their dreams are gone, so what is the use of living?

#### Mrs. Tutu's Stats:

STR 10 CON 7 SIZ 4 DEX 14 CHA 12  
SAN 75 INT 12 POW 15 EDU 14 LUCK 75

Skills: Archaeology 65%, Cook 75%, Sing 80%, Speak English 70%, Occult 50%

Weapons Skills: Normal (-1D6 damage penalty), Kick 40%

**The Crew** - The crew consists of a Lt. Nike and ten crewmen. Nike is the medical and executive officer for the Fritz. He has his own room in the crew's quarters and a simple medic's bag. (Any serious medical problems must await landing.)

Out of the nine crewmen, one will be the Lounge Steward, one will be the Observatory Steward, and two will be waiters during meals. These four are the most public crewmen and are always at their post except from 6 a.m. to 10 a.m. The rest of the crew work in the radio room and on the bridge. Only two are necessary to pilot the Fritz and only one is needed to man the radio.

The crew is polite, but not chatty. They are efficient. When not on duty, they are in their quarters. Any PC meeting a crewman will find him knowledgeable in the areas necessary for his duties. The Keeper will not find it necessary to roll up all the crew. Certainly the Lieutenant, the Lounge Steward, and the Observatory Steward need to be fleshed out due to their frequent mingling with the PCs. Yet, their jobs dictate what they will likely be. For example, the Lounge Steward will be congenial and knowledgeable in wines and spirits and, perhaps, be the most worldly of the crew.



All the crew may be armed with night sticks and a 9 mm automatic pistol; each crewman keeps his set of weapons in his room. They all have an average ability, excepting Nike, who has a 30% to hit with the pistol. The command hierarchy is as follows: von Rorck, Tutu, Mrs. Tutu, and Lt. Nike followed by random selection of a crew member.

**The Germans** - Dr. Schlupp, Lt. von Beernut, and the two Sergeant Schultzes comprise the red herring of this scenario. They need not be rolled up, but to be effective must be played well by the Keeper.

Dr. Schlupp is indeed an offbeat anthropologist. He has searched all his life for super-sized men and published many books on his explorations and meager findings. He also, unfortunately, has taken up Bolshevik beliefs and espouses them in his books. He has actually been arrested for treason, and it is his notes for his next book that are in the large box carried on board. The box will be in the room where Dr. Schlupp and von Beernut are staying.

Lt. von Beernut is actually a S.A. (Sturmabteilung) officer and not a soldier of the Reichswehr. He will act according to his ideology. He and Dr. Schlupp are assigned to room #1 at his request. The Doctor will be tied up and gagged, lying on the lower bunk. The Lieutenant will never leave this room (except to answer nature's call).

Meals will be brought in and picked up by a waiter. Von Beernut will only open the door to ship's personnel and the Sergeants Schultz. He has a 9 mm automatic pistol and a 45% to hit skill with it. He is not afraid to use it.

The two sergeants, Eric and Stefan Schultz, are overweight, near pensioners. They take alternative 4 hour shifts standing guard on room #1's door. Being identical twins and having the same unshakeable devotion to their duty, they are fun to run. They are not the smartes people on board, yet their peasant cunning should save them from all but the most subtle of ploys. It will be found that when they are offered a beer or some such obvious inducement, they will not budge, nor will the one enticed trust the PC again. They will physically block the door, but are not armed and will not attack, unless attacked first.

They are quartered in one of the crew's cabins. The one not on duty will always be found sleeping here or in the crew's mess eating.

**NOTE:** Even though von Rorck cares little for politics, these are agents of the German government and he will give them his full support while on board his ship.

**THE NPC PASSENGERS** - There are ten two-person passenger cabins on the FDG, making a total capacity of twenty possible passengers. With Dr. Schlupp and von Beernut in room #1 this number is reduced to eighteen. Subtract the number of PCs and frequently a number from 10 to 16 is left. These are the NPC passengers. They can be as meaty or slim as the Keeper desires. This is a great opportunity to develop subplots and more blind leads, if complication is wished. Or the NPC passengers can be little more than decoration if simplicity or shorter playing time is wanted. Also, passengers may request single room (though the PC are already booked two to a room) by buying both tickets for a single room (very expensive). Obviously, (with tickets running \$450.00 one way) this is for the well-to-do only.

Here is a sample passenger list with a short description of the NPC passengers. Subplots are shown as are simple characters. The Keeper must keep in mind that the NPC passengers will be sought out by the PCs for information and, on occasion, help. The PCs coming on board don't know anyone and will inevitably try everyone in order to get leads, or just to find out who is a friend and who is a foe.

#### PASSENGER LIST

Room #1 - Lt. von Beernut and Dr. Schlupp

Room #2 - Mr. and Mrs. Bernard Lush. A bank president and his wife on their second honeymoon. They plan to tour Europe.

Room #3 - Col. Victor Schultze and Victor Schultze II. A retired German army officer and his son on their way home from a disarmament conference.

Room #4 - Mr. Arthur Wellington and Mr. John Steele. PCS.

Room #5 - Miss Millie Borne and Miss Kitty Sark. Two bored lookers from wealthy families, hoping for adventure in Europe.

Room #6 - Mr. Rosario Amore. Says he is a wealthy Italian industrialist; actually he is the Italian lover of Mrs. Andrew Ironmeister, who purchased the room.

Room #7 - Mr. Roland Springs and Sgt. Louis Preston. PCs.

Room #8 - Mr. Fly Burrito and Mr. Alexander Arrian. PCs.

Room #9 - Mrs. Andrew Ironmeister. The wife of Andrew Ironmeister, the Chicago-based steel magnate. She is on her way to a tour of Italy with her lover.

Room #10 - Mr. Chick Narles and Mr. Ben Bond. Two P.I.s hired by Andrew Ironmeister to tail his wife and her lover. They say they are going to visit the Great War Battlefields they fought on.

When creating a passenger list, the Keeper should not overload the PCs with too much to do. One more blind, in addition to the Germans, seems to suffice. Just the presence of additional P.I.s upsets many PCs.

## THE PLAYER CHARACTER PARTY

Any PC should be allowed to play in a scenario, unfortunately most scenarios require particular skills for a PC group to be successful. *On the Wings of Madness* requires several types of PCs. Commanger, when sending the telegrams out, knew he needed a group that could perform several necessary tasks. He knew at least one PC should be able to verify the authenticity of any scroll found (an Egyptologist). Also, experience had shown that the scroll, if found, would need to be guarded (P.I.s). Finally, he wanted to have a pilot available in Munich, whom he would know.

The PC party, therefore, would be made up of, in Commanger's mind, at least one Egyptologist, two P.I.s, and an aviator. The Keeper may fill in the rest of the party with any type PC, though duplicating the above types is a good idea. Two Egyptologists are faster, and often more accurate, than one.

### Some sample PCs:

1) Arthur Saleton, 47, Antiquarian, American, Master of Archeology, Chicago U., Skills - Read/Write Hieroglyphs 60%, Read/Write German 30%, Archeology 55%, History 30%.

2) John Derry, 31, P.I., American, 11th grade education, Corporal in WWI, Skills - Speak German 30%, First Aid 55%, Spot Hidden 45%, Fast Talk 55%, Punch 60%, +1D6 damage bonus.

3) Bert Cortney, 38, aviator, English, B.A. in English Lit., Swarthmore College, flew in R.A.F., Read/Write German 20%, Speak German 10%, First Aid 55%, Make maps 45%, Spot Hidden 35%, Mechanical repair 50%, Electric repair 40%, Pilot aircraft 75%, .45 revolver 35%.

The above are guidelines, rather than rules. The structure of the party is up to the Keeper, but more than 6 PCs can be trouble.

### ADVICE FOR THE KEEPER:

*On the Wings of Madness* is meant to be entertainment. The Keeper will find on the first day (April 1) a great deal of running about by the PCs, exploring their new home and becoming acquainted with new personalities. This combined with the built-in humor will give a festive air to the play. Even the more serious PCs dally a bit. The Keeper may wish to enhance this mood with his own NPC passengers.

Eventually, the PCs will get down to work and then for the Keeper the job begins. The PCs will frequently operate singly or in pairs (here is where holding a lid on PC party size helps) talking to this person or trying to sneak into the back of the crew's quarters. Let the individual actions run concurrently (don't let one group run up to dinner while leaving another at lunch).

The Keeper should be aware by now of the great flexibility allowed in controlling the NPCs. If the PCs are moving to a shoot out with von Beernut, let one of the crew personnel slip out something to at least give the PCs doubt about their plan. Unfortunately, the Keeper cannot lead the PCs to victory, yet use of the NPCs can give the PCs a nudge in the right direction. In the end, it is the PCs who must work for success. A thought out plan unobtrusively employed can and has worked. An armed assault launched as the result of frustration will rarely succeed and, realistically, means the total destruction of the ship and all in it (most of the flight is over the Atlantic - the odds are infinitesimal of surviving the fireball and then bobbing in the Atlantic until rescued, if found. Ask von Rorck).



Finally, the Keeper should stress before play the unstable nature of the 4.2 million cubic feet of hydrogen above the gondola. Most zeppelins went up in less than a minute. The idea of playing on a zeppelin developed as a curb to the growing arsenals which this author had seen PCs become. Not that a gun shouldn't be fired on the FDG, but it should be a well-reasoned shot. No matter how good a PC's gun skill is, everyone can fumble, and one of the directions a fumbled shot can go is up.



NOTES:

# DE SCHIP ZONDER SCHADUW (The Ship Without Shadows)

by Ed Wimble

Storm winds, blow and howl!  
You can't perturb our sails!  
Satan has given them his blessing!  
In all eternity they will not burst.  
Ho ho, not in all eternity!

Wagner

## INTRODUCTION

Long ago at the oasis of Siwa in Egypt, a strange and marvelous jewel was the focal point of the oracle of Ammon, known to the Greeks as the eye of Zeus. This oracle figured prominently in the ancient world, for it was from here, after consulting it, that Alexander the Great led his army eastward. And it so happened that after this consultation Alexander began to consider himself a god.

Later, in the times of the Diadochi (or Successors), brigands in the pay of Antigonus desecrated the oracle and made off with the jewel, thought to be the key to Alexander's genius. Only bad luck befell Antigonus. During the fateful battle of Ipsus (301 B.C.), it passed from his hands into those of Seleucus. When Seleucus was murdered, the jewel passed on to his son Antiochus I. The fortunes of the Seleucids declined and they began to suffer a number of setbacks, culminating in a defeat at Magnesia, in 190 B.C. The jewel remained with the Seleucids, however, until the reign of Antiochus VIII when it was lost at the disaster of Ekbatana in 129 B.C. Phraates, the victor of that battle, passed the jewel to Artabanus I who was killed in battle with the Tochari. From them it passed to the Scythians. Expansions of the Yueh Chih forced the Scythians to migrate south, eventually bringing them into the Punjab. For the next fifty years the Punjab was a sanguinary chaos of colliding tribes. After one of these innumerable battles, about 50 B.C., the jewel was presented to the Andhra king Vikramaditya as a spoil of conquest. Around 230 A.D. the Pallava

family replaced the Andhras as owners of the jewel. In time these too were replaced by the Gupta dynasty. Finally the gem disappeared during the shuffle of warring Hindu principalities, not to reappear until after Tamerlane's invasion in 1399. It remained in Bombay until the mid-17th century when it was lost, seemingly forever, during one of the persistent revolts of the Marathas.

## II

**1646:** The Dutch East Indiaman *De Thetis* lies at anchor just outside the port of Bombay. There is violence in the streets. The torrent of rioters crashes down one barricade after another. Soon the dockside area as well is engulfed. Buildings are set ablaze. Amid shouts of execration a sailor is pulled off his ship and pummelled into oblivion. His fellows hastily cast off their mooring lines and hope that the lugubrious drift of their ship will take them just out of reach of the rebellion in time. Of the many ships in port taking similar action a few are too late. Volkser, the first mate of *De Thetis*, eyes the slaughter through his master's glass. His orders are to wait and watch for a signal, a signal for which the whole ship's company now cranes to see as they hang from every point of vantage in the rigging. "A speck, I'll be a speck amidst the mob," Kapitan Vanderdecken had said. Both of the ship's boats lie midway between *De Thetis* and the docks, their swivel guns primed.

A change in the wind brings the smoke of the burning city into the bay, impairing Volkser's vision. Fire has spread to one of the ships still moored at the docks. He ignores it. "There by the jetty, landside!" shouts someone. Volkser turns, and through the smoke he sees the unmistakable glint of mirrored sunlight. He orders the boats to pull for the jetty. When they near it a solitary figure breaks from the crowd. He is dressed like a native and for a second Volkser believes himself mistaken. But an instant later several figures emerge from the mob in pur-

suit. Vanderdecken dives into the bay, swimming frantically. The swivel guns bark out raucously at those who would slay the captain. Vanderdecken then finds himself roughly pulled from the sea by his crew. He is relieved to be with them. During the brief journey back to *De Thetis* he takes his last long look at the wreck of Bombay.

### III

*De Thetis* was named by her wright, Floren Kurster, after the sea nymph who was the mother of Achilles. For this, her maiden voyage, Kurster decided that his daughter's betrothed, Hagen Vanderdecken, would command her. Vanderdecken was full of spirit and had experienced many a turn of fortune, mostly for the worse, and many ordeals that had left him greatly in debt. Unfortunately for all parties involved, this indebtedness meant that Vanderdecken could not marry his beloved; he could not match her dowry. Kurster therefore contrived to have Vanderdecken, aware of Kurster's good intentions, welcomed the opportunity gladly. He was 38 years old; by the end of his voyage he'd be 40.

### IV

#### NARRATIVE(research)

**1928:** In major newspapers around the world banner headlines proclaim a new age for mankind: Transcontinental Flight via Airship!

Limited by the treaties of 1919, the German zeppelin genius had to wait until 1925 before manufacturers could put into practice designs and theories long in the making. Finally, Germany had built a rigid-frame airship the likes of which the world had never before seen! Luxury and speed had never before been so well matched. *Der Grosser Kurfurst* was the first of the new designs to emerge from the great zeppelin sheds. The silver Leviathan, bigger than any known building, except for perhaps the Pyramids themselves, sailed languorously above city dweller and farmer alike. A nation defeated, torn by civil strife and wracked by incredible inflation, now turned towards the sky - "See," they cried, "There flies Germany!" But like the nation, this zeppelin required only the slightest spark, the smallest accident, to set alight a conflagration resembling Hell itself.

### V

#### DAGBOEK (daily log) of *DE THETIS* January 17th 1647

Early on this day we finished loading the last of the water and provisions for our homeward voyage. the violence I had spoken of earlier in this log still breeds in the streets and we could hear the discharge of ordinance in some of the neighboring quarters. When it appeared that we were about an hour away from completing this task I left the ship in charge of the first mate Volkser whilst I searched for Pastor Kleinman, for his blessing (as I mentioned earlier he is the local missionary). It was also in my mind to dissuade him from staying in this horrible country in such troubled times. I also left Volkser with instructions to pull the ship out to a safe length of sea at the slightest hint of danger and to have the boats ready to pick me up at the moment of my return. When I arrived at Pastor Kleinman's he was not at all disposed for departure and was in fact praying in the middle of the street with a group of natives about him. Not three hundred yards from this point a barricade was being hotly contested.

I managed to interrupt him and urged that he take safety with us. I even promised to transport him to some other part of India if such was his desire. At just this point the barricade gave way and a flood of heathens swept down upon us. That was the last I saw of the good pastor, however, and my own troubles were just beginning. the ruff-raff had cut off my usual path to the bay and I was forced to find my own way down strange streets, to which I was wholly unaccustomed to use. Any false turn could have proved my undoing and as it was I had to don native costume once I reached the docks for they were totally overrun with the mob (the man whom I relieved of his garb had neither need of it nor care about events in this world any longer). I was greatly relieved to see that Volkser had followed my instructions and that the ship's boats were standing off awaiting my return.

As luck would have it I managed to meet them halfway by following the course of a jetty. Once safely aboard *De Thetis* we observed the conflagration until the fire shards and sparks made the bay untenable.



## VI

When the airship line DELAG began carrying passengers in 1910 there were those who dreamt of a transatlantic service. Each successive zeppelin was built bigger and better than the last. Eventually the dream appeared quite possible. If it were not for the advent of World War I, there might have been such a thing as transoceanic airship travel as early as the year 1920. However of the 123 zeppelins constructed by Germany during the war, 79 were destroyed by enemy action or accidents and nearly 40 percent of the crews were lost. And, of the zeppelins that survived the war none remained in Germany, having been claimed as war reparations by the Allies or destroyed by defiant crews to keep them from that fate. The Treaty of Versailles also restricted the gas capacity of future German commercial airships to a million cubic feet, thereby eliminating the more ambitious projects. It was not until 1925 that the Treaty of Locarno lifted this restriction. The Zeppelin Company immediately began work on the designs of Ludwig Durr. An intensive fund-raising program called the Zeppelin-Eckner Subscription managed to solicit enough private capital to lay the keels of two new airships, the *Graf Zeppelin* and the *Grosser Kurfurst*. A separate enterprise led by the famous airship captain Gustav von Rorck was just barely beaten into the air. His ship, the *Friedrich Der Grosse*, held the record for being the largest ever built until the launching of the ill-fated *Hindenburg*. The *Graf Zeppelin* was the first to emerge from its hangar on September 18, 1928 (work on the *Kurfurst* was temporarily suspended in order to complete the *Graf* in time).

On October 11, 1928, the *Graf* crossed the Atlantic with a gondola full of paying passengers. After a flood of new and enthusiastic assistance the *Kurfurst* did likewise, thus establishing the first ever regular passenger service across the Atlantic via airship.

## VII

### NARRATIVE

June 19, 1929. Newark Airport, New Jersey.

A knot of anxious people are ushered into an aeroplane. A few moments later they are airborne with the vapid green landscape

unfolding below them. This is the first time many of them have flown. The roar of the engines, the occasional shudder as the plane banks from left to right - the whole ride is an odd compromise between gravity and aerodynamics. New Jersey: a dairy heartland, pine forests, sandy flats, smoke stacks of growing industry..."But look!" someone calls as the plane banks to the left. "Already?" a woman questions her husband. Below them the silver behemoth awaits: The biggest thing any of them had ever seen! The plane circles Lakehurst Naval-Aero Station while making its approach.

## VIII

phe events of the three weeks up and to including the previously-quoted logbook entry, including the information Vanderdecken would not put on paper:

*De Thetis* pulled into Bombay harbor on December 27, 1646. After 250 days at sea Vanderdecken sought out the balm that only a fellow countryman could provide and contacted Pastor Kleinman. The pastor, however, aspired to few of the attributes the logbook would have its readers believe, but was in reality one of the greater exploiters in this greatly exploited country. What he could not legally trade for he stole and smuggled out. With rebellion smoldering among the Marathas and the city apprehensive, if not quite in a state of siege, the captain found himself embroiled in a bizarre plot aimed at Bombay's most revered shrine, a ghetto ominously referred to as the *City of the Dead*.

Tales of fabulous wealth secreted in this part of Bombay circulated among the Europeans, both merchants and sailors. But the catacombs were too well guarded by thugs and superstition. A few of the more respectable thieves claimed to have had their reputations made by pilfering from some of the less important graves. One of these grave-robbers was a member of Kleinman's circle.

Unbeknownst to the Marathas, their revolt, and the subsequent breach of the city walls, had aided Kleinman and his disparate following in their plans. Only one of these thieves, Vanderdecken, is known to have reached the safety of *De Thetis* and the good seas beyond.

## NARRATIVE:

From the aeroplane, Zeppelin Company employees politely usher the apprehensive guests through a cordon of reporters to the small boarding platform. On the platform beneath the massive ship the passengers pause briefly while photographers snap their picture. Then one by one they tread the short gangway into the gondola. In the first door to their right a large man in a chef's hat greets them with a smile and a friendly hello. At the end of this short hallway they are led to their left where they enter a room which is obviously the dining salon. Here they encounter several men, the first of whom wears the uniform of a captain in the German Airship Service.

"Hello," he says, "My name is Hans Pruess, and I am your captain for this voyage. This is my first officer Karl Eckhart." He introduces the man to his right, who also wears a blue uniform, though with the rank of lieutenant. "How do you do?", says Eckhart, "The steward will take your things and show you to your cabins." One of the several fellows in white jackets approaches and says, "Please follow me," and leads the players down the narrow corridor to their rooms. "Please," he says in a moderately-accented voice, "make yourself comfortable here for the next fifteen minutes until everyone has boarded. When we reach an altitude of 2000 feet the Kapitan will address everyone in the dining salon. That should be in about an hour. The men's toilet is down the hall to the left. You did check in your matches or lighter on the loading platform? Thank you, and I hope you have a pleasant journey." The players now acquaint themselves with their cabins. It is a little tight. If a player is travelling alone the chances are that his cabin mate is there now too and introductions are in order if the steward has not already done this. Looking out the window a player will see his luggage being towed to somewhere in the rear of the ship. After a restive fifteen minutes the players congregate with most of the other passengers in the dining salon. Through the glass-panelled hall of the gondola the swarm of naval personnel manning the mooring lines is visible. A sudden flurry of activity outside the ship prompts the steward to urge all to seat themselves or find a secure footing. Somewhere a man with a bull horn is shouting orders. The sailors stand at attention. "First

length." Almost immediately a gentle but distinct sensation of lifting surprises you. "Second length." The sensation continues until the ship is about thirty feet off the ground. There is now a pause while one of the men below inspects the ascent. Finally "All clear!" echoes from the groups of men. "All right, third length and away!" The ship begins a rapid vertical ascent. "Cheers! Hurrah!" Congratulations are exchanged on a splendid beginning. One at a time the outboard engines cough, sputter and then roar into action. Forward momentum has been added to the climb. At a height at which the airship is among occasional clouds, this vertical movement ceases. The cruise has begun.

## X

Once aboard *De Thetis* Kapitan Vanderdecken went straight to his cabin with hardly a word of greeting for his crew. Everyone noticed the blood-spattered clothing. "Dressed like a Turk," thought the Lay Reader, "but perhaps he is in haste to change." (*De Thetis* and other vessels of the time employed Lay Readers in lieu of actual chaplains, who were in short supply). The captain then spent an unusual amount of time sequestered below in his cabin. Volkser nervously took note as the wind blew more and more sooty debris and sparks toward the ship. Without orders he could not quit the bay as the other ships were doing. Eventually he grew impatient and reminded the captain of the situation, but received only an unnecessarily rude reply. When Vanderdecken did come up on deck the waiting sailors were astonished to see that he was still dressed in the filthy and bloodied rags. "Is that blood on your hands?" the Lay Reader asked. As if in a stupor the captain replied, "It might well be." He ordered the ship to sail west-south-west. "I'm returning to my cabin. Send round some good lye soap. After that I don't want to be disturbed..."

Once again in his cabin Vanderdecken undid the small bundle he had so recently hidden. He carefully placed its walnut-sized contents on the bunk before him. In the dimness it displayed a rosy hue, but in the light beaming through the paned glass at the rear of his cabin it became marvelously clear, seeming almost intangible.



## XI

### NARRATIVE:

"Good afternoon, Ladies and Gentlemen. We are now at an altitude of approximately 2000 feet and travelling in the neighborhood of sixty miles an hour. Once we are at sea we will have a tail wind which should add ten miles an hour to our speed. I estimate that we will be in Cardington in less than sixty hours. Now, for how we do things on *Der Grosser Kurfurst*.

"You will notice that we aboard this ship are wearing a variety of uniforms: first, Lieutenant Eckhart and I are dressed as you see us now. We are at your service at all time but our business may detain us.

Second, those who are wearing white jackets are the stewards and they will be available at all times. Please, if you need anything at all, don't be afraid to ask their assistance. Third, crewmen wear blue jumpsuits. These men do not necessarily speak English. They will certainly aid you if you require anything, however, please do not keep them from their duty if it is at all possible.

"I know that you are anxious to tour the ship. Because of the narrowness of the gangways we won't be able to accommodate you all at once. the stewards will take you in groups of five or less once this meeting is over. I urge you to be careful, however, as not all of our ship is as comfortable as this room we are in now. By the way, since becoming airborne we are no longer restricted by American law concerning alcoholic beverages. As guests of the Airship Company we would like you to sample some very good German champagne. Now enjoy pour voyage. I must attend to the *Kurfurst*." While everyone applauds, the captain makes a bow and exits the salon. Several stewards pass out champagne glasses while another deposits a silver bucket upon each table.

## XII

Thirty days out of Bombay and there was still no sight of land. They had not had a good wind blow up for two weeks. The fresh water was giving out. What little there was left was tainted, and crawling with tiny creatures. A plague some thought they carried with them from India wasted the crew one by one. The Lay Reader turned against Vanderdecken and began to incite rebellion.



They would argue in the presence of the crew, an unheard-of act. Finally the weather did break, but in a violent gale. The crew, weakened by fever and lack of water, were hard-pressed to deal with it. At times some of the men were gripped by madness and the surgeon was mystified, because the delusions were not restricted to the fever victims, as was usually the case. Finally they sighted an island thought to be Madagascar. Hostile natives attacked the shore party, killing Volkser. The Lay Reader grew more vituperative in his abuse of Vanderdecken, and the captain had him thrown over the side. The preacher never surfaced once, as if the sea had swallowed him whole. For the hapless crew, it was a portent of still more dreadful things.

One by one, the dead sailors began to return. Their spectres haunted the ship and took up the tasks they had performed in life. Volkser returned to the poop, the lookout Bontekoe dangled in the rigging of the main mast, and the Lay Reader roamed the decks in search of the captain. With blood-shot eyes and parched lips Vanderdecken watched them come and go. He re-christened the ship "De Vreemdeling" (The Stranger) and had the name scratched onto the stern. He still maintained the discipline required to make the log entries, but more and more of what was written there was incoherent and hysterical. He held the jewel to his heart, contemplating it, refusing to believe that he was damned.

He died last of all, slumped over the bowsprit. By the time the drifting vessel reached the latitudes of the great ice floes, even the sea birds had abandoned it.

Day of Judgment! Day of Doom!  
When will you dawn and end my night?  
When will the blow of annihilation resound  
which shall crack the world asunder?  
When all the dead rise again, then shall I  
pass into the void.  
You stars above, cease your counsel  
Eternal extinction fall on me!

Wagner

## ACT 1: The Gem Since 1647

**1904:** On a beach littered with the debris of wrecked ships a diamond of fantastic proportions was found. So splendid was it that

a representative of the Government of South Africa was charged with its transport to Great Britain. There it remained, property of the Bank of England, until Albert Cosgrove, a wealthy American businessman, purchased it in June, 1913, amid great ceremony. He had it in mind to present it to his wife upon the birth of their third child, expected later that year.

**September 1913:** Again amid great ceremony, Albert presented the Polar Star, as it had become known, to his wife three days after the birth of their child, a daughter.

**December, 1916:** A brief article in the New York TIMES made known to the world the death of Regina Cosgrove, third child of Mr. and Mrs. Albert Cosgrove. There was no mention of the disastrous effect this event had on the mother.

For the next several years, newspapers sporadically mentioned Mrs. Marietta Cosgrove's sponsorship of several persons aspiring to supra-natural powers of observation. From reading these articles one might get the impression of a parade of charlatans to the Cosgroves' Park Avenue mansion. Mr. Cosgrove is increasingly mentioned "abroad".

**May, 1929:** There is a brief announcement on the Society page of the New York Times that Mr. Cosgrove will be attending the graduation of his eldest daughter from Chides, a boarding school for young ladies in London. The event will take place in June but it is not known if Mrs. Cosgrove will accompany him. She is known to have a great aversion to travel of any sort.

## II KEEPER'S INSTRUCTIONS

Before running this scenario, the Keeper must divide the players into three groups:

- 1) Those who wish to steal the diamond.
- 2) Those who wish to protect it.
- 3) Those who will have absolutely no idea of what is going on.

To do this the Keeper must emphasize the individual role each character will play and spend time developing them. The characters in group one and two must have cover stories not only sufficient to fool the Non-Player Characters (NPCs) but the other

Player Characters (PCs) as well. The players in group three are basically along for the ride as far as the Keeper is concerned, although, they will most likely discover enough intrigue, real or supposed, to keep them busy. Probably the most interesting task will fall upon those in PC group one and the Keeper should pick the best role players for this group. One way of running this scenario is having the separate groups on different nights of the week, keeping track of any incontrovertible events which will affect the players on succeeding nights: in this case the Keeper must adhere to the time-line of events. Once the characters find themselves the sole occupants of the life raft their individual personae will be developed enough to bring all the players together.

There should be little, if any, gunplay in this scenario, although anything is possible. **THE THRUST OF THIS SCENARIO IS REDEMPTION** for both the Dutchman and the cynical products of twentieth century materialism: the Player Characters. Eventually they will be forced to give up the jewel in order to save their own lives, an act not without unselfishness.

A thorough knowledge of this scenario is a must if its subtlety is going to be appreciated. Read it once for enjoyment and then read it again thoroughly. This will enable you to present the material effectively.

The characters will have to learn the benefits of cooperation in that each of them, except perhaps the players in group three, will have a piece of the story or a skill necessary for their survival.

### III CHARACTER GENERATION

1) The players who wish to play thieves pick a type from the appropriate sub-heading. Before they generate any vital statistics the Keeper should give them a very general interpretation of Feldspar's proposal so that they will have an idea about what they'll be doing. They then create the character based on the guidelines provided, after which Feldspar will meet with them in New York on June 16, 1929. Play begins for group one with this meeting. The rest of the time preceeding their arrival in Newark, New Jersey, should be spent researching their task and plotting strategy.

2) Group two can be made up of characters whose notoriety or connections may have brought them to Dale Honeycutt's attention (Keeper's discretion). A knowledge of German or Dutch (similar languages which will not arouse player suspicion) would probably be helpful and the Keeper should stress this. The history of the jewel, as far as events occurring after 1904, should be surreptitiously discovered by these players when they investigate their employer. Remember, its history is not important to them, its owners are. Accordingly, they are given less time for investigation. Play, therefore, begins for group two with Dale Honeycutt's interview on June 18, 1929, 11 a.m.

3) This scenario for the third group should be a continuation of some other adventure just ending or currently in progress. These characters should have skills filling any gaps the others may have created. They should have only general knowledge concerning the Cosgroves (what any society column might have revealed) and zeppelin travel. They probably would have heard more about the chess team! And remember, someone must be able to read the log book.

### SAMPLE MISSIONS FOR PLAYERS IN GROUP 3:

- A. As a reporter you have been hired to write a story about zeppelin travel.
- B. As a professor you have been sent to Germany to attend a lecture by the renowned ----- concerning -----.
- C. As a P.I. you have been hired to pick up and bring back some valuable merchandise that your client wishes to keep out of his shady relatives' hands.

Play therefore begins for group three whenever the Keeper wishes, as long as they board the shuttle in time.

### IV AN INTERVIEW WITH M. FELDSPAR

Player group one, June 16, 1929. A seedy hotel in N.Y.C. (For a description of Mr Feldspar, see **TOME'S DEATH IN DUNWICH**, pages 6 and 8.)

### NARRATIVE

"I have the following proposition for you: I will place a series of facts before you and make you aware of a marvelous opportunity in which to practice your trade; in return, you will perform a little job for me.

"What I have learned through sources I will not reveal, is that someone will be making, let's say, a journey by rail. It is a very small train of about two cars and twenty passengers. The person is a woman and she is carrying something very valuable. She has a small escort consisting of another woman and a man. The journey last three days and there are no stops along the way. How difficult do you think it would be to have in your possession that very valuable thing - I'll add that it is very small - when the train stops?" He will pause to judge their reactions.

"What I will do is provide you with the intimate details, your expenses, and the sale of the goods once they are in my hands. We'll split it three ways - each of us taking a third. If you are as good as I've heard there won't be much trouble."

**Keeper's Information:** The brotherhood of the Right Hand, of whom Feldspar is a member needs the jewel. If the players agree to Feldspar's terms he will fill them in on the following details. He will stress, however, that from this point there can be no turning back.

A. What they are after is the **Polar Star** (Knowledge roll, see Appendix 1).

B. Mrs. Marietta Cosgrove will be travelling to London aboard the Zeppelin **Der Grosse Kurfurst**.

C. The **Kurfurst** departs Lakehurst N.J. at 1 p.m. on June 19 this year.

D. She will be escorted by a Lydia Merriwether, a lifelong friend, and a Mr. Dale Honeycutt, an employee of Cosgrove Enterprises.

E. Zeppelins are large but their actual living space is small. You have plenty of time to research the particulars.

F. Mrs. Cosgrove is travelling to London in order to join her husband who is already there. They are to attend the graduation ceremony of their eldest daughter from Chides, a boarding school for young ladies.

What Feldspar can tell them that will not be confirmed by newspaper accounts:

G. With the death of their third daughter, Mrs. Cosgrove developed a keen interest in

the occult. She believes her daughter's soul is tied to the jewel in some way, or that through the jewel's influence she can communicate with her.

H. She has fallen for nearly every fraudulent psychic's tricks. For a while Mr. Cosgrove employed Harry Houdini to expose some of these frauds.

I. Feldspar will await them in Cardington. When they arrive he will provide money, a car, and new identification in order for them to lay low while he fences the rock. They will then receive verification from a bank in Switzerland that it has deposited into its accounts the appropriate sums. The accounts will be under the names of their new identification. They can expect at least 100,000 pounds sterling apiece.

J. They must telegraph him once during the voyage. This must be on the June 20, in the evening. This will inform him if the job is capable of being done. They should send one of the following telegraphs:

- 1) See you in Cardington. (positive)
- 2) See you in Bristol. (maybe)
- 3) See you in Hell. (negative)

He then produces one ticket, 200 American dollars and 200 English pounds per player. "If you wire me a negative reply I will consider this money sufficient recompense for your trouble. How you get back to America is your worry in that case but there is enough money here to see you through if you don't dally. You have the next three days to prepare yourselves. Be at Newark airport by 11 a.m. for the shuttle to Lakehurst. I must run now. My ship leaves in three hours. I'll only just arrive myself on the 20th in the a.m. I hear zeppelin flight is the way to go these days - enjoy your flight."

## V AN INTERVIEW WITH DALE HONEYCUTT

See the NPC descriptions for the details concerning Honeycutt's appearance and attributes. This interview can take place anywhere the Keeper wishes so long as it occurs on June 18, 11 a.m.

## NARRATIVE

A. I will be in the company of Mrs. Marietta Cosgrove, my employer's wife, we will be travelling to London in order to join Mr. Cosgrove. We will be travelling via zeppelin.



B. You are hired in order to provide a back-up in case anything happens that I cannot handle. The men usually hired for this job are too well known to anyone who may have studied Cosgrove Enterprises and therefore would be useless in the role.

C. You will associate with as many of the passengers as possible in order to ascertain if any of them are up to no good. You will then, and only then, make contact with me.

D. One of you will masquerade as a crew member - I have made the arrangements with the captain of the vessel (obviously this PC must be fluent in German). They have assured me that nothing hazardous will be required of you.

E. Mrs. Cosgrove and I will be accompanied by a Miss Merrywether. She is Mrs. Cosgrove's lifelong friend. You are never to associate yourself with us at any time.

What he does not tell them:

F. He will say absolutely nothing about the **Polar Star**.

G. He will not mention anything about Mrs. Cosgrove's weaknesses.

Honeycutt will coordinate the players in this group if there are more than two. If there are two players, one will be in the crew. He should only contact the other player in cases of dire emergency.

#### **SPECIAL NOTE FOR GROUP TWO:**

Just after boarding the zeppelin Honeycutt will discreetly buttonhole a player from group two who is travelling as a passenger. He will present him with a small mahogany box and should holster in which to keep it. It is locked and made of expensive material. "You are to disregard all the instructions I had given you prior to now. Wear this, and keep it with you at all times, even when you sleep. The first thing you do when we reach Cardington and are safely on the ground is give it back to me as subtly as possible. Is that clear? Your associate in the crew is also to remain unaware of this. And never mind about what is in it." When the player examines the box he will see that the silver of the lock mechanism is smooth and will show any attempts of jimmying it.

#### **KEEPER'S NOTE:**

Of course the box contains the **Polar Star**. When properly strapped on, the holster is completely undetectable. It is made to be

worn against the skin and Honeycutt will remain with the character long enough to see that it is worn correctly.

#### **ACT 11**

#### **PREFACE: WINDJAMMERS:**

The 20's and the 30's saw the last of the great sailing vessels. It was an unusual, though not a rare occurrence, to encounter one of these at sea. It was much more unusual to encounter an airship. The sight, therefore, of masts in the mists would not be such a strange phenomenon. It might be a good idea to describe the overflight of the zeppelin above a sailing ship sometime on June 19.

#### **PASSENGER LIST**

The following list may be adjusted by the Keeper in any manner he/she wishes. Remember that some NPCs are important for the story.

#### **ROOM #**

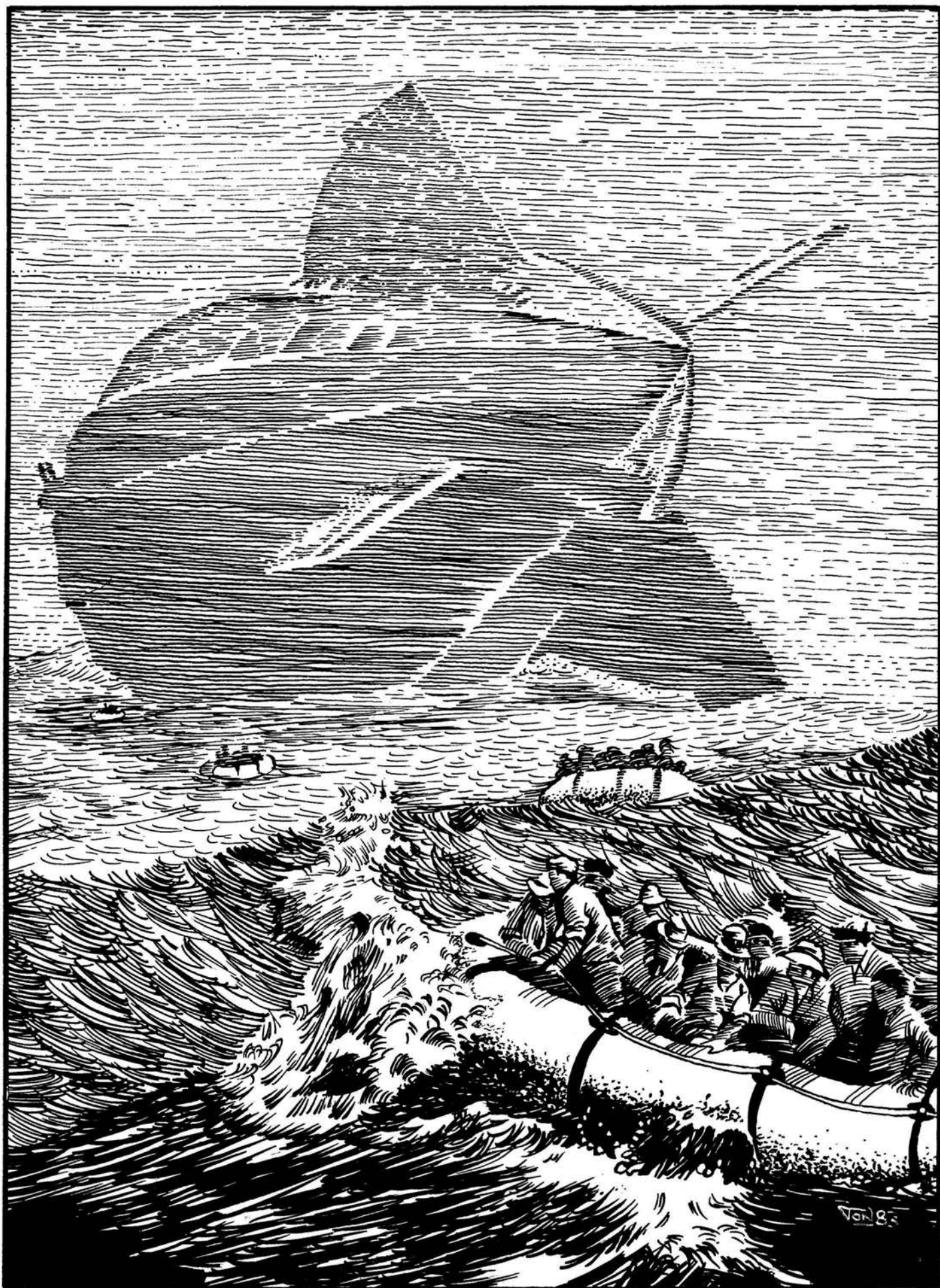
- 1) Mr and Mrs. Elliot Boothwyn
- 2) Harvey Chichester and Charles Lynwood
- 3) Carolyn Ogden and Olivia Trainor
- 4) Henry Habecker and Leon Ruski
- 5) Dr. and Mrs. Tinnicum
- 6) Mrs. Marietta Cosgrove
- 7) Dale Honeycutt and Jack Purcell
- 8) Lydia Merriwether and Gretchen Neide
- 9) Marcus Hook and Frank Eddystone
- 10) Vernon Avenue and Jim Bergdoll

#### **WHO THEY ALL ARE:**

**MR. AND MRS. ELLIOT BOOTHWYN** (elderly)  
He has just retired from the Army. Destination: The American Cemetery in Meuse-Argonne via Cardington. They are travelling to France in order to locate their son's grave. Very polite, proper, and friendly.

**HARVEY CHICHESTER** (age 46)  
Chess player. Travelling to international meet in Erfurt, Germany. Spends a lot of time in his cabin working on rook endings. Solitary and quiet.

**CHARLES LYNWOOD** (age 31)  
Chess player. Destination, same as above. The only person Ruski will communicate with. Polite, bored.



**CAROLYN OGDEN AND OLIVIA TRAINOR**

Bryn Mawr girls. Seniors in college off to England for summer studies. These girls will spend most of the trip sampling the beverages. Aloof yet friendly to anyone with a CHArisma of 17 or better. By 11 a.m. on June 20 both girls will be unsure of their surroundings, and in partial stupors.

**HENRY HABECKER (age 23)**

Chess player. Always treats the two above ladies. A graduate of Franklin and Marshall College. A native of Lancaster, PA. Will play chess with anyone on the **Kurfurst**. Anyone who plays with him will get a mild chess lesson (Roll D10+3 for number of moves before checkmate. Because of his helpful pointers the player/character will receive an automatic 5% bonus to his chess skill). Spends time comparing his German dialect with that of the crew. Friendly, naive.

**LEON RUSKI (age 52)**

Fled Russia during the revolution. Chess player. Knows English but pretends not to in order to avoid conversation. He will most likely win the Erfurt meet. He is world renowned (critical Knowledge roll) for his Sicilian. Refuses to play anyone on the **Kurfurst**, including Habecker. Reads books in Russian. suspected by crew and Dr. Tinnicum of being Socialist. "Looks like Trotsky, too," as Tinnicum says.

**DR. AND MRS. TINNICUM (ages 53 and 48)**

Dr. of Zoology. He is a Socialist. The monkeys are being bred for intelligence in order to free mankind from the alienation of manual labor. He is quite profound and persuasive when he elaborates his theories during dinner. Mrs. Tinnicum is quite convinced. Ruski avoids him like the plague. Tinnicum is constantly checking on the chimps. Will only play chess in order to drag the opponent into a conversation about his theories.

**MARIETTA COSGROVE (age 44)**

Mrs. Cosgrove is the only passenger aboard the **Kurfurst** who has her own cabin. Lydia's and Mr. Honeycutt's passage were provided by Cosgrove Enterprises. Marietta consented to Dale's proposal of a zeppelin trip because of Lydia's enthusiasm. She has neglected her other children after her youngest passed away, and since then she has patronized numerous psychic pretenders which has had a deleterious effect on her emotional state. She is dependent on soothing powders dispensed by Honeycutt, and frequently demands more than her prescription advises. On this voyage the jewel has been entrusted to Honeycutt's care.

**DALE HONEYCUTT (age 32)**

Because Mrs. Cosgrove refuses to travel without the jewel, Mr. Cosgrove always arranges for a suitable escort. Although Lydia is always there, Honeycutt provides the security. A graduate of Harvard with a degree in Law, he was also captain of the crewing team. He has escorted Mrs. Cosgrove for six years, and is well acquainted with her character. He has never abused Mr. Cosgrove's trust in him as the guardian of Mrs. Cosgrove, and is permitted to overrule her in her own best interests.

**JACK PURCELL (age 47)**

A well known Irish tenor who has seen his star fade. He is on his way back to London where a Vaudeville act will, he hopes, spur his comeback. He will spend a great deal of time in the lounge, playing the piano and singing sentimental ballads. He is the most popular person aboard.

**GRETCHEN NEIDE (age 64)**

Travelling to the Netherlands in order to rejoin her family after an absence of nearly 35 years. Friendly, anxious.

**MARCUS HOOK (age 41)**

Textile merchant from East Lansing, Michigan.

**FRANK EDDYSTONE (age 37)**

Private Investigator. Heavy drinker but will rarely show the effects. Would much rather play cards than chess. On official business.

**VERNON AVENUE (age 17)**

Visiting uncles and aunts in London. Rich kid.

**JIM BERGDOLL (age 24)**

A jockey without a horse. Hopefully on his way to ride in the Irish Sweepstakes. Subject to depression. Very small. Drinks too much.

**LYDIA MERRIWETHER (age 43)**

Mrs. Cosgrove's lifelong friend and confidante. She is much more shrewd than she appears. In her bag is a paste replica of the **Polar Star**. She draws no salary but has all her expenses paid for by the Cosgroves. Her enthusiasm for the zeppelin trip was a ploy to get Marietta away from the charlatans. She knows there is something terrible about the jewel, but does not know what to do about it. She guards her friend, and anyone who approaches Marietta will immediately encounter Lydia. She is proper to a degree and uses her social class as an insulator.

The Keeper should consider Jim Bergdoll, Vernon Avenue, Frank Eddystone, Marcus Hook, and Gretchen Neide as throwaway NPCs in order to make room for the PCs. If



more room is required eliminate one or two chess players. Last to go would be Jack Purcell. The optimal number of PCs is six, or two in each group.

#### KEEPER'S NOTE:

Because this scenario is geographically restricted it should be played as a kind of Parlor Mystery, with emphasis placed on the PC and NPC interaction. On the Dutchman's ship, all action will take place until the very end among the PCs.

#### THE MONKEYS:

Within the cargo area of the KURFURST is a large, 6' x 12' x 10' chain link cage used for the transport of livestock or pets, as the case may be. Six adult male chimpanzees, products of years of research and breeding, are crowded there. Dr. Tinnicum has made them his life's work, believing that in the future they will represent the most important innovation for mankind since the horse was hitched to the cart.

Through a series of manipulative tests Tinnicum developed a means of determining the intelligence of primates - or so he believes. He chose primates because of their opposable thumbs which allow them to grasp objects. Throughout their lives they have been taught how to manipulate levers and knobs in order to feed themselves. Eventually he believes this breeding and training will lead to a super monkey, that will be able to take over the more arduous tasks humans perform. He is on his way to the Paris Polytechnique where his chimps will be showcased and his theories debated.

The restrictions for transporting animals aboard a zeppelin state that the animals in question should not be fed for a period of twelve hours prior to embarkment. Dr. Tinnicum followed the instructions to the letter. He noted that the cage provided by the Airship Company for the monkeys had a lock which would be child's play for the animals to open. No one seems to have gotten the order to specifically add a common key lock, however, after the doctor joined his fellow passengers in the gondola. Crewman Schlitz did wire-wrap the bolt after Dr. Tinnicum's first visit to the stowage after the ship had become airborne. Unfortunately, the doctor's complaints were ignored by captain and crew.

When the zeppelin had been airborne for approximately four and a half hours, or about 5:30 EST, a crewman discovered one of the beasts loping along the axial gangway. Another seemed quite at home among the longitudinal girders. Too embarrassed to call in Dr. Tinnicum right away, the first officer and crew pursued the monkeys. Dr. Tinnicum was notified at 8:15 by the captain, as the crew's attempts had not been successful. The doctor, irritated, explained that the monkeys should be lured with fresh fruit back to their cages; attempts to net them would be futile. The captain ordered that these instructions be strictly followed. The monkeys did not fall for the maneuver until 5 a.m. the next morning.

#### TIMELINE

The timeline details the events leading up to the disaster of *Der Grosse Kurfurst*. Most of the events take place without the PCs' knowledge except for the crewman in group two. This character, however, will find himself too busy to inform his confederates.

Any time after 9:15 a.m. on the 20th a successful Spot Hidden roll will reveal the stewards, in the course of their duties, spending unusually long periods gazing out of the observation windows. They are trying to get a glimpse of the water, trying to estimate how low the ship has fallen; when they realize they are being observed by a passenger they will return casually to whatever they were doing. If queried about this behavior, they will respond with some innocuous and appropriate reply.

**10:15 p.m.** Gas sniffers which register accumulated hydrogen in the superstructure show unusually high levels. The captain order the routine procedure known as venting the ship. All hatches and bays are opened to allow this loose gas to escape. (This is a regular procedure. Because of the continual seepage of hydrogen from the gas cells, "sniffers" were installed throughout the interior of a zeppelin to warn against the combustible and invisible cloud which would eventually accumulate.)

**11:15 p.m.** All sniffers register in the safety zone. The captain orders the resealing of the ship. This takes about fifteen minutes.

Company. This includes mooring cable, tools, patch, etc.

**5:00 a.m.** Captain Pruess' efforts have halted the Kurfurst's descent, but he and the crew will not be changing their clothes, nor will they have any personal belongings left when they arrive in Cardington.

**5:30 a.m.** The helmsman reports the weather a notch for the worse. The chimps are sleeping peacefully in their cage.

**9:15 a.m.** Buffeted by the worsening weather, the gas responds to the slight pitch of the ship. Although this only means a list of 12 degrees, everything not fasted down suddenly shifts. Mrs. Cosgrove is the only casualty - having suffered a slight cut above the right eye and a sprained wrist. She becomes hysterical. Lydia and the medical orderly give her a double dose of Honeycutt's powders. Mrs. Cosgrove slips into unconsciousness, not before shrieking, "Water! Water! I see him coming! With red sails!" All the passengers hear this.

**12:15 a.m.** The sniffers go off again. this is incredible and signals that there is a severe loss of gas in progress. the Captain orders a complete inspection of the cells and gas lines. One by one the crew startles the captain with the news that several of the gas cocks have been found opened. Everyone suspects sabotage. The ship is vented again.

**12:32 a.m.** Crewman Budweiss reports that he has just observed one of the monkeys turning the valve of one of the gas cocks.

**12:40 a.m.** Guards are placed at each gas cock. The altimeter on the bridge has been reading a slow but steady decline suggesting a loss of buoyancy. The captain orders the jettisoning of ballast to compensate for this. There is no way he can measure the actual amount of gas lost.

**1:30 a.m.** The rate of descent has been measured at 6 feet per minute. The present altitude is 2,500 feet. At this rate the zeppelin has less than seven hours left. More ballast is discharged.

**2:00 a.m.** The altimeter reads a descent of 2 feet per minute. the crew is ordered to jettison all stowage belonging to the Airship

**KEEPER'S NOTE:** Because of the partially inflated gas cells a shifting of the gas is quite possible. The first officer will assure the passengers that there is nothing to worry about. He will not, however, state, that the gas cells are only partially inflated.

**10:15 a.m.** Because of the storm the altimeter shows a resumption of descent, at the alarming rate of 8 feet per minute. the current altitude is 1600 feet. The captain orders all passengers restricted to the lounge, dining salon, or their cabins. they are not permitted anywhere forward of the galley unless on their way to the lounge. Pruess, risking his job, orders a distress signal broadcast. The crew jettisons the regular freight in the cargo area. The zeppelin is somewhere around Iceland.

**11:15 a.m.** There is another, more violent shift in the cells (see illustration). One of the passengers, Harry Habecker, goes over the rail in the observatory lounge and crashes through the glass superstructure. He is dead before he hits the water. Everyone is horrified and there is no going back for him. The captain is overheard talking about insurance and orders the observation lounge off-limits to anyone but crew members. The passengers are now crowded into the dining salon. (KEEPER'S NOTE: The players in group two will be contacted by their partner in the crew. He will inform them of all events that have happened up until this time if he so desires. It is his impression that the ship will not last but it is a good idea to keep this knowledge to themselves and prepare for the worst.)

**1:00 p.m.** Since early morning visibility has become increasingly worse. The only people who are completely aware of where they are in relation to the water are the crewmen in the bridge. For the past hour the rest of the crew have been busy jettisoning everything possible. One of the stewards has been stationed in front of the galley. The two Bryn Mawr girls, Carolyn and Olivia, sit stupefied at one of the tables gazing out into the fog. Suddenly, Olivia quite casually mentions that "the ocean is getting higher". When everyone looks out of the windows to see what she is talking about they will be horrified to see waves a mere 50 feet below them. (A Spot Hidden roll will reveal terror in a steward's face)

**1:15 p.m.** The zeppelin will hit the water with a relatively gentle bump for its size. To those in the gondola, however, it is a tremendous crash. The bridge is immediately devastated by shattering glass and surging water. Seconds later the entire gondola is submerged but not yet swamped. The ceilings, in order to ensure that gas and spark could not possibly come possibly come in contact, are airtight and the resulting bubble will provide the characters a few seconds in which to save themselves.

While the ship settles, there are only three ways out: the stairway by the bridge, the inclined gangway to the rear of the gondola that leads to the crew's quarters and the superstructure beyond, and the windows in the passenger cabins. The zeppelin will continue to take on water until the water condenses the gas in the cells to a point where their mutual force creates an equilibrium. This will be when one-fourth of the superstructure is below the sea. This will leave very little room in between, namely the enclosed axial gangway and the shafts that separate each cell. When it has been filled out the ship will list, bringing the starboard side again out of the water. The outer skin of the zeppelin is only treated canvas and a player can easily cut through it with a knife. Players will be able to see at least one inflated liferaft from the zeppelin; it is empty and floats about fifty feet away (see illustration and use Keeper's discretion).

## HOW TO RUN THE WRECK OF THE KURFURST

1. After Olivia draws the attention of the passengers to the imminent collision, the Keeper should pass out a piece of paper to each player. To simulate the confusion of the next fifteen minutes, the Keeper now times the players and instructs them to write down what they will save in the way of possessions, etc., They will have one minute to do this, but it is up to the Keeper whether or not to inform them of this time limit.

2. As the gondola impacts one of the players (roll randomly) will notice the masts of a sailing ship about two hundred yards away. Visibility is bad and the player most likely is too preoccupied to get a very good look at what kind of ship it is. No other player should be made aware of the ship.

3. Run each player through his/her particular fight for survival in the sinking zeppelin.

4. Have each character make a knowledge roll. If successful, they will be reminded of the wreck of the R38, in August, 1921. This British-American venture crashed into England's Humber River, exploding and killing 34 of the people aboard. As DER KURFURST bobs in the Atlantic, the stress placed upon the girders by the undulating sea swells will most likely produce a spark that will ignite the hydrogen.

5. The above reminder should provide sufficient incentive for the players to abandon the ship; the crew already has. All PCs can see the rubber liferaft from where they are. Now all they have to do is swim for it. Life preservers are located in convenient spot throughout the ship, they were not jettisoned. The use of these will obviate a swimming roll unless the character does want to just tempt fate. In any case, whatever the character tries to save from the KURFURST will be thoroughly soaked. This includes food or other perishables according to the Keeper's Discretion.

6. At least one of the NPCs did not survive. Marietta Cosgrove could not awaken from her drug-induced sleep, nor could Dale save her and himself at the same time. The PCs may have noticed an absence of crewmen aside from those in the bridge or gondola areas. Because of the poor visibility, the captain was just as unaware of the precise moment of impact as the passengers; altimeters are just not that accurate. The bulk of the crew was thus caught towards the back of the ship, in the act of jettisoning the cargo. They found themselves cut off from the passengers and made good their escape from the cargo bay. Because this is over 500 feet from the gondola and visibility is so poor, the players cannot see the crewmen as they bob among the waves. The few of those who were not wiped out in the bow of the ship will assist the passengers. Run this any way you want.

7. As the PCs join the life raft the character who saw the sailing ship may wish to relate the sighting. The PC that was a member of the crew was at the last minute detailed to the crew's quarters and therefore not with the remainder of the crew in the cargo hold. He will have the same opportunity as the other PCs of joining the life raft.



8. Visibility is roughly 200 feet. Wave height is 3-5 feet with swells as high as 10 feet. The sailing ship cannot be seen from the liferaft but its general direction is almost a certainty for the player who saw it. They will have no difficulty locating it once they push off in that direction. There are no sails available, just rigging. the life raft contains a survival kit. Its contents are:

FOOD for eight people for eight days. this is primarily canned sausage, cheese, and hard biscuits.

WATER for three days for eight people.

A SURVIVAL MANUAL written in German and English, among other languages. All quotes for food and water are based on the prescribed survival rate.

A TARPAULIN to be used as either a sail or water catch. Its use is described in the manual.

FIRST AID KIT. Bandages, burn salve, iodine, etc.

FLARE GUN AND SIX FLARES.

8 FISH HOOKS and three 25 foot fishing lines. See manual for use.

1 KNIFE with serrated edge for scaling fish.

THE BOOK OF PSALMS.

There are also four wooden paddles in the life raft.

## GENERAL TIME LINE FOR ACT 1

June 16, 1929: Player group one has interview with Feldspar.

June 18, 1929: Player group two has interview with Dale Honeycutt.

June 19, 1929, 11:00 a.m.: Shuttle departs Newark, N.J., for Lakehurst Naval-Aero Station. Scenes IV and VII are read to the players from the introduction.

June 19, 12:00 noon: Players board **Der Grosser Kurfurst**. Read Scene IX to the players.

June 19, 12:55 p.m. Late arrivals, i.e., Honeycutt, Lydia and Mrs. Cosgrove.

June 19, 1:00 p.m.: Lift off. Read Scene XI to the players. Coast line sighted, tours, etc.

June 19, 4-9 p.m. Dining, lounging, chess, conversation. The altercation between Dr. Tinnicum and Captain Pruess. After 9 p.m. Jack Purcell entertains everyone in the observation lounge.

June 20, 5:00 a.m.: Sleeping characters may be awakened by the sound of the crew cheering as the last of the monkeys wanders into the cage and the lid is slammed shut.

June 20, 6:30 p.m. to 10:00 a.m.: Coffee, then breakfast, is served.

## END OF ACT ONE

## ACT II:

But ask the seas throughout the world,  
Ask the sailor who has crossed the Ocean:  
He knows this ship, the dread of the godly:  
I am called the Flying Dutchman.

Wagner  
DER FLIEGENDE HOLLANDER

Act II begins with the life raft in pursuit of the masts sighted just before the wreck of the **Kurfurst**. However, because of the poor visibility, player characters must judge the location of the ship for themselves. After they pull away from the zeppelin, they will be able to distinguish the dim outline of a ship. As they pull closer to the ship, they will not longer be able to see the zeppelin. The sounds of the wreck and the cries of the other survivors will not penetrate the fog.

## DE THETIS

A Knowledge roll will indicate that the ship is definitely out of period, at least as old as the eighteenth century.

A Critical Knowledge roll (or if that character is a sailor or historian), will indicate that the ship is an East Indiaman dating from the seventeenth century, probably English or Dutch in origin.

The ship is a mess. The rigging is draped with what looks like Spanish moss. There are only a few rags left of the sails. All the glass is broken and what iron is left is totally corroded. If the characters circle the ship, they will just be able to make out the ship's name: **DE THETIS**. Diagonally cut into the name, scarring the ship's surface, are

two words which are not outlined by paint: **DE VREEMDELING**. (German or Dutch roll: "The Stranger")

When the players board the ship they'll find the wood is worm-eaten. Care must be taken, and the first to board the vessel must make a Climb roll.

The deck is littered with broken spars and rope. The latticework of the hatches is missing in places and the panes of glass on the skylight are smashed. Chains are fused by rust. Despite this, the ship is still afloat and gently rolls with the occasional swells.

Below decks the players will find an occasional tool or utensil. The cargo area is swamped with two feet of water. Those traversing this area will incur a chance of injury from submerged debris. (Roll Luck: if failed, PC suffers a bruise; if fumbled, a severe cut: 1D6 damage.)

In the crew's quarters, the characters will find a cracked mirror still hanging from a rusty nail. The galley still holds what remains of a cast iron cooking stove and a three-legged cauldron.

The only room of interest is the captain's quarters. Here they will find a large book on a podium, obviously suffering from dry rot, lying open upon it. Nothing can be made of the words written on the pages - the ink has long since faded - and if touched, the book crumbles into a moldy smudge. They will also find a rotted, leather-bound chest. The clothing inside is just a pile of rags now.

If the players go forward to the bowsprit, they will find a skeleton, still clothed, slumped across its base. In a breast pocket the players will find a pair of eyeglasses dating from the same period as the ship. If they toss the bones into the sea, the next morning will find them exactly where they were before, but not the eyeglasses or clothing if anything else was done with them.

At about 4:15 p.m. there will be a bright light followed by a whooshing roar from the direction of the zeppelin. This lasts for twelve seconds and then stops abruptly. The **Kurfurst** has finally exploded and the charred frame has sunk into the sea. (Anyone within 50 meters roll 1D20 damage.) **De Thetis** is approximately 400 meters away.

## LIFE ABOARD THE THETIS

Between 4:30 a.m. and 8:15 p.m. nothing happens aboard the ship. It is perpetually surrounded by fog. The tops of the masts are barely visible. No speck of sunlight or glint of moonlight ever reaches **De Thetis**. The temperature hovers around 55 degrees F. It is chilly and damp; the players must take this into account (roll CON on 3D6: if failed, players have a fever and lose a temporary 2 points each evening which they regain after resting until morning). There is no food to be had, not even rats, except what they brought with them. There are no usable tools and the rope just pulls apart if there is any attempt to utilize the rigging. If any PCs leave the ship with the life raft and go beyond the limit of visibility, they will be lost. Voices become just as muddled by fog as eyesight; therefore, any attempt to use sound as a homing beacon will fail. (Lost PCs must roll LUCK in order to rediscover **De Thetis**. If more than one PC is lost in the life raft take the averaged LUCK of all players on the boat.)

There is no drinkable water on **De Thetis**. If rain traps are set up there is a chance that it will rain. (Keeper rolls the averaged LUCK of all PCs aboard the ship. If successful, roll a D6. On a roll of 1 there is a deluge and the players will have caught enough water for three days. On a roll of 2 through 5 there is a shower which gives them one day's water. A roll of 6 implies a sprinkle. Each player gets a drink equalling one-half a day's ration. Roll for rain once each morning.)

The only food the players can find is what they can catch with their fishing line. Because there are only three lines, only three PCs can fish at any one time. If a character has Fishing as a skill, use that percentage. If a character's occupation is an out-of-doors type such as surveyor, hunter, etc., he will fish at twice his Power. If a character has none of these attributes, roll his Power. Fishing is done twice per line, once in the morning, and once in the afternoon. There are six chances per day to catch a fish.

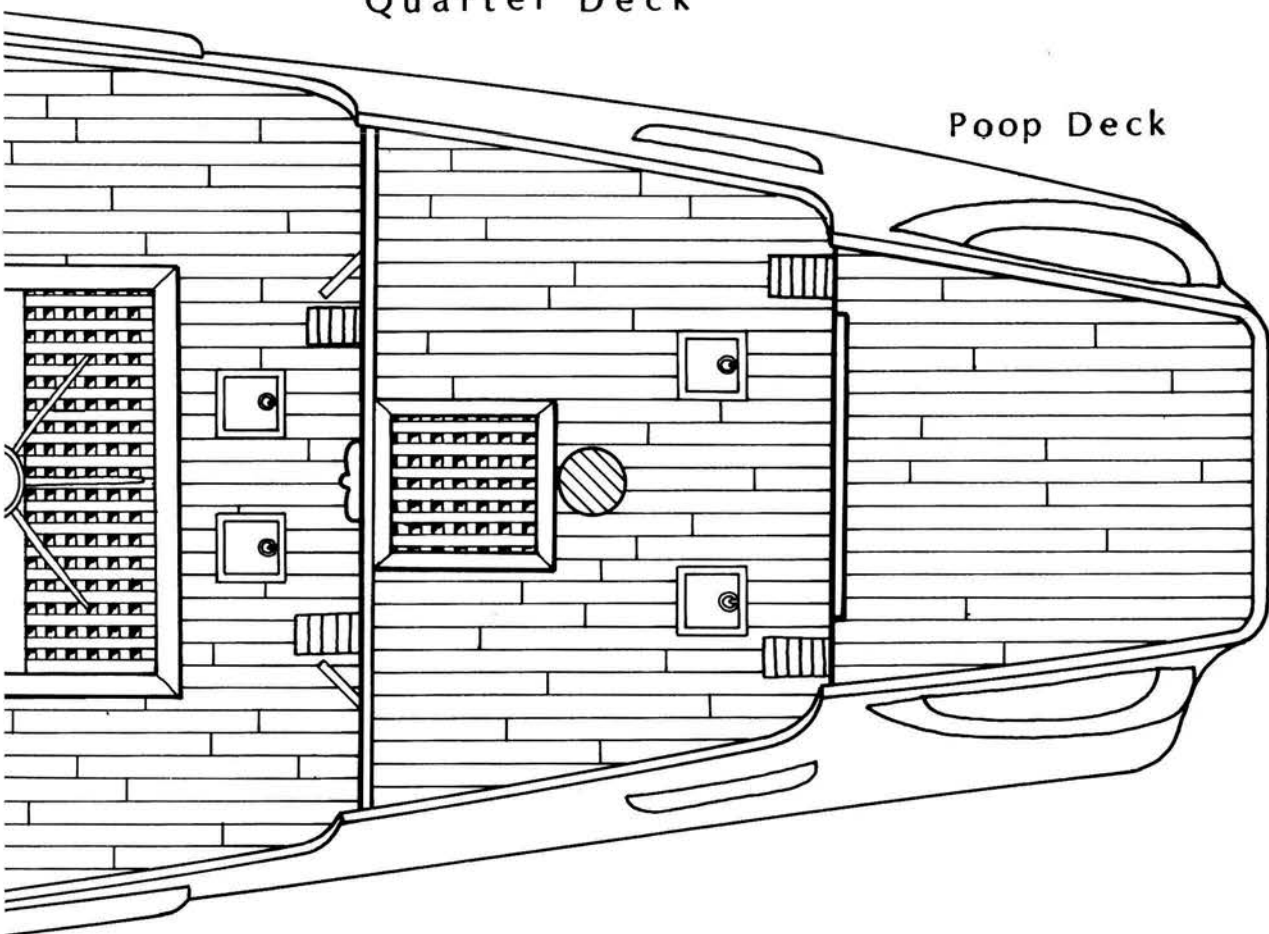
If a fishing roll is successful, roll a D6. On a roll of 1 or 2 the PC has caught a big fish which translates into a one-half daily food ration for six characters or one full food ration for three. On a roll of 3 or 4 the

Quarter Deck

Poop Deck

Stern

30 Feet





Mooring Cone

Axial Gangway

Main Keel

Passenger Gondola

Observation Deck

Cargo Room

Electricity  
Generator

Entrance

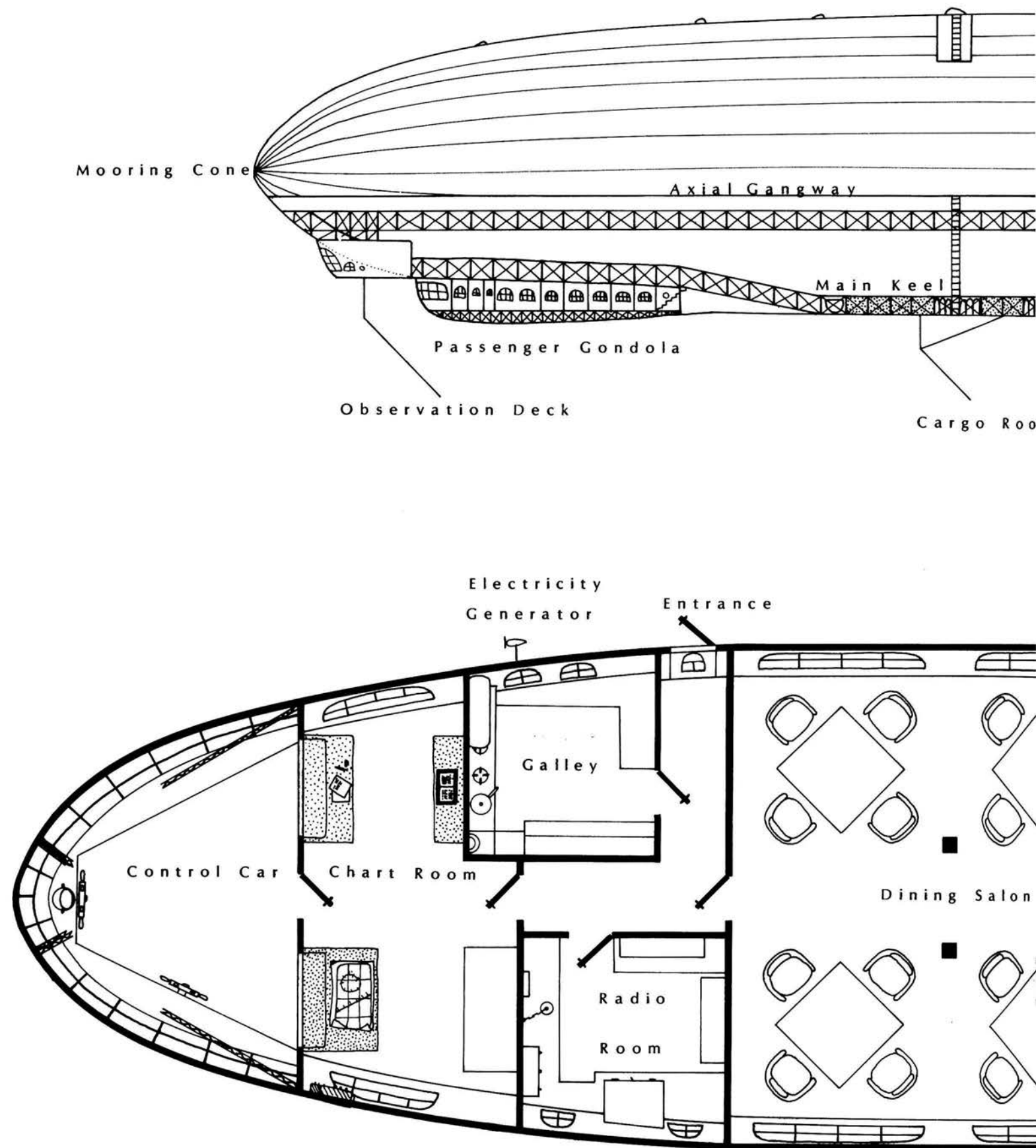
Galley

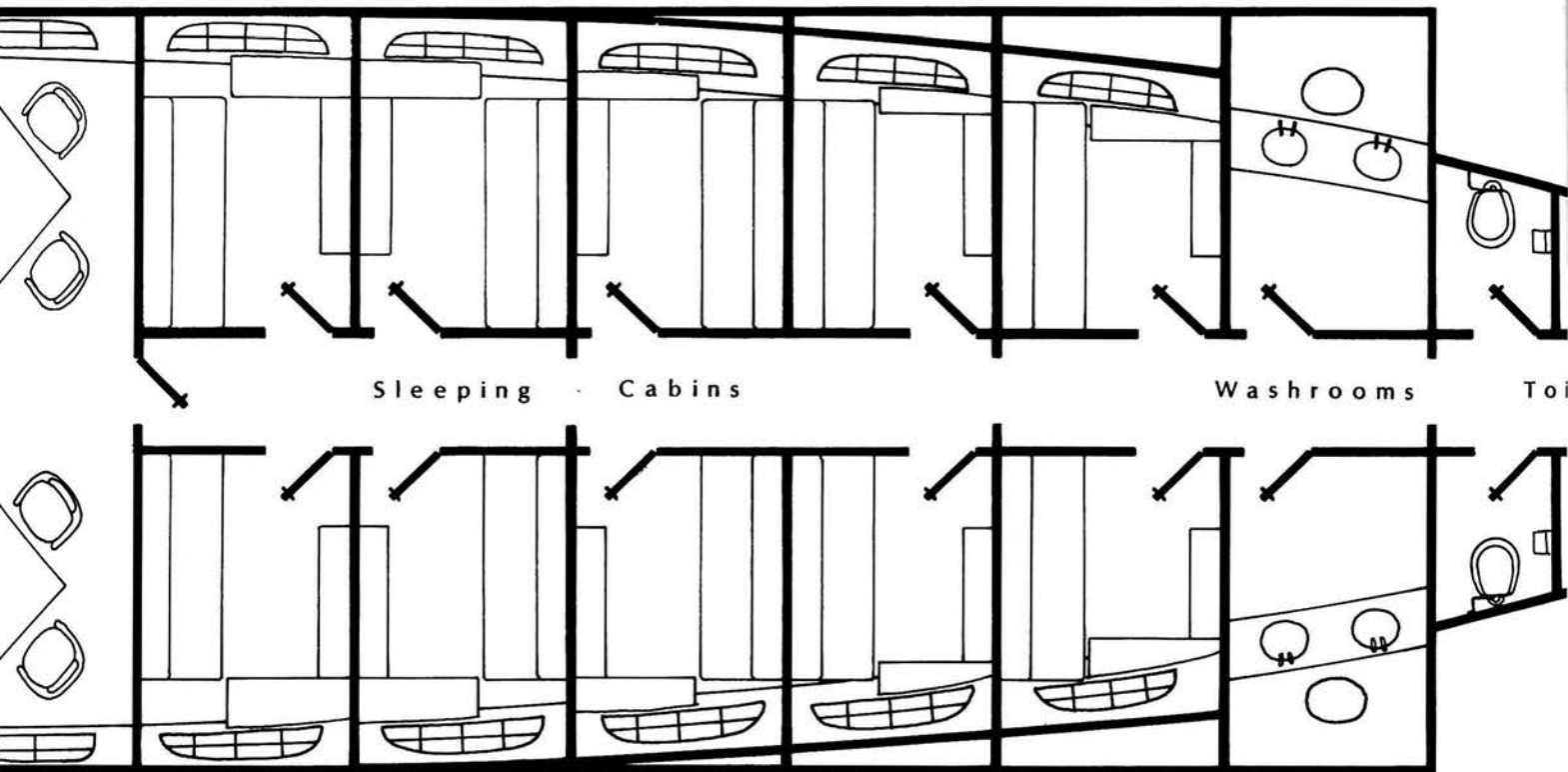
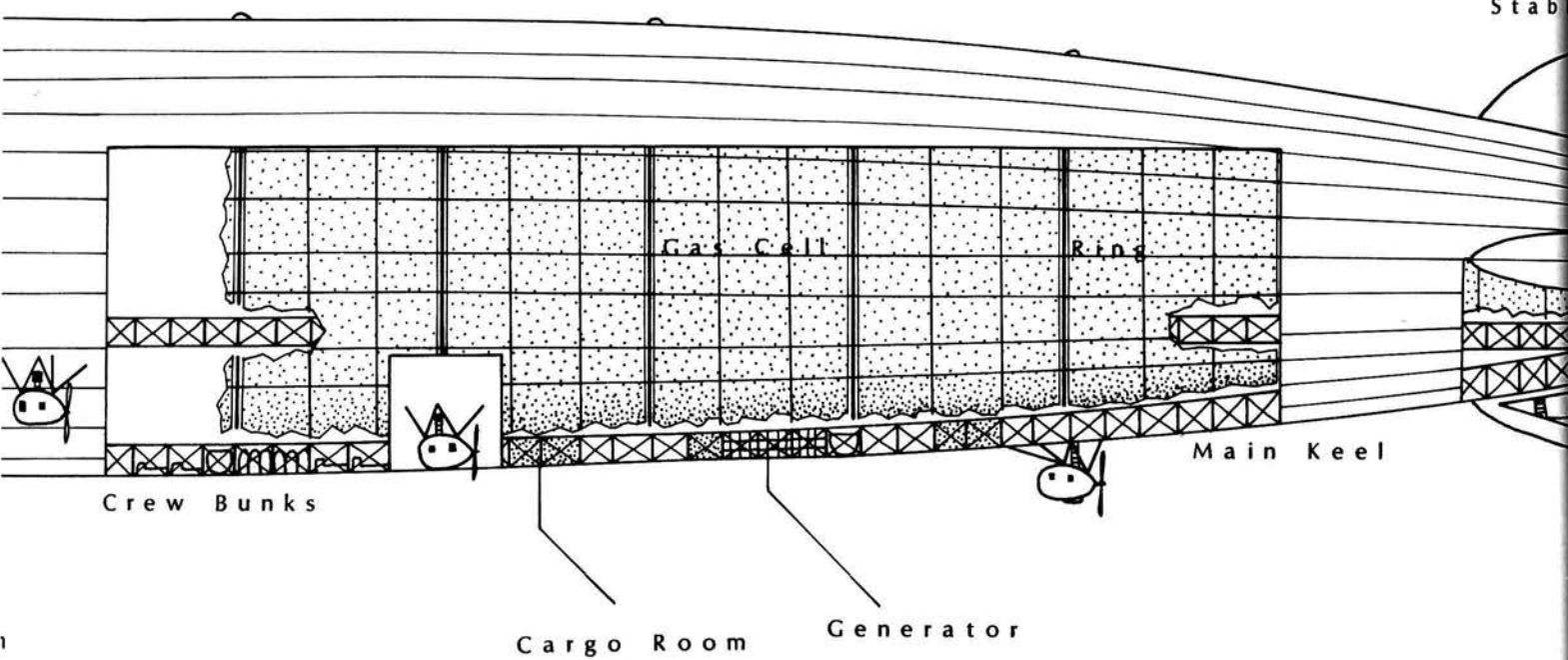
Control Car

Chart Room

Dining Salon

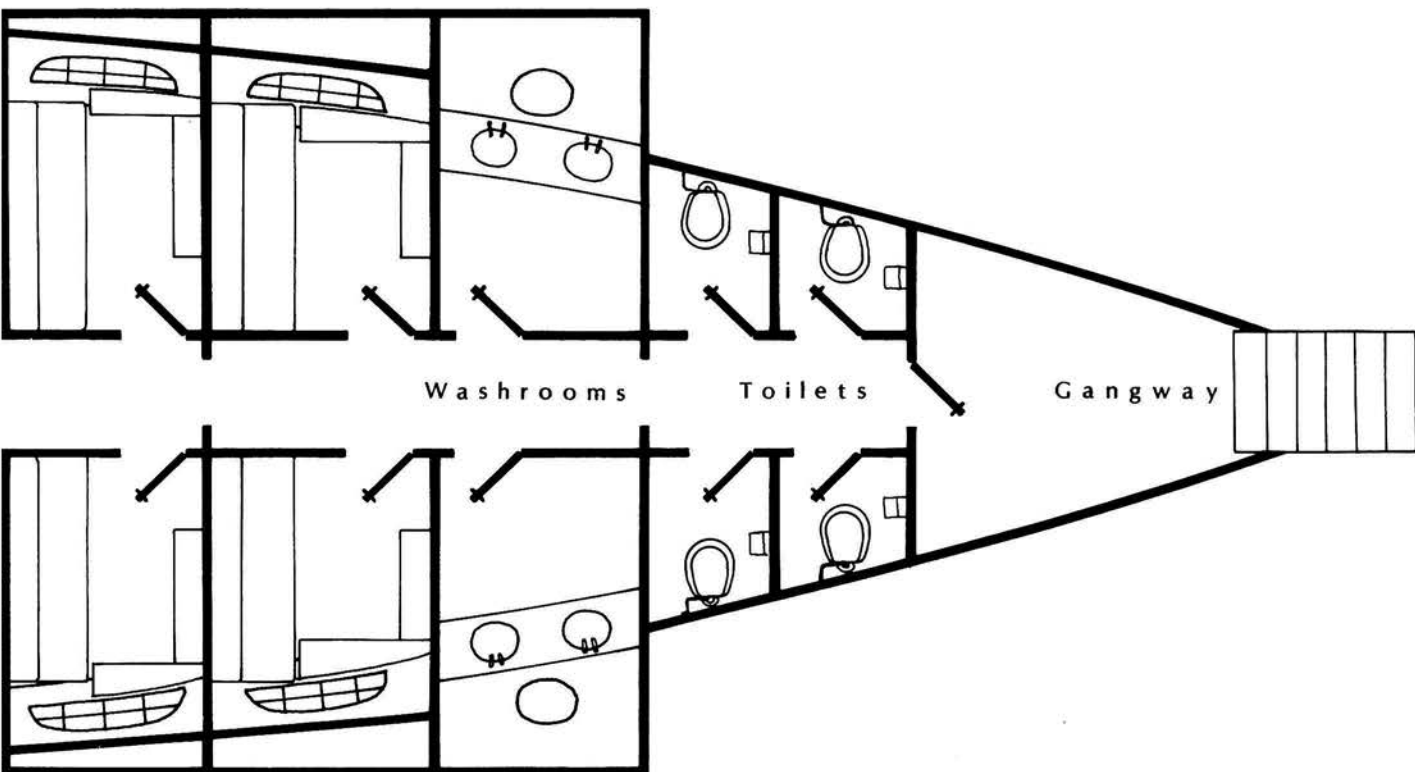
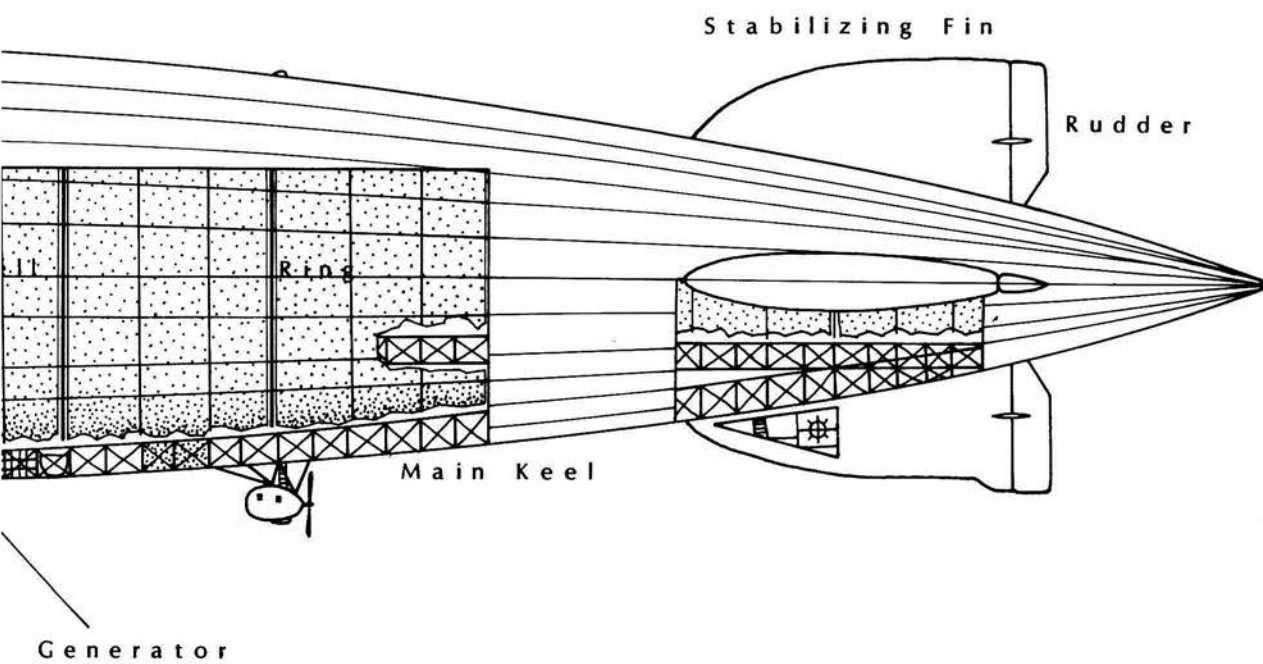
Radio  
Room





0 5 10 15 20 25 Feet





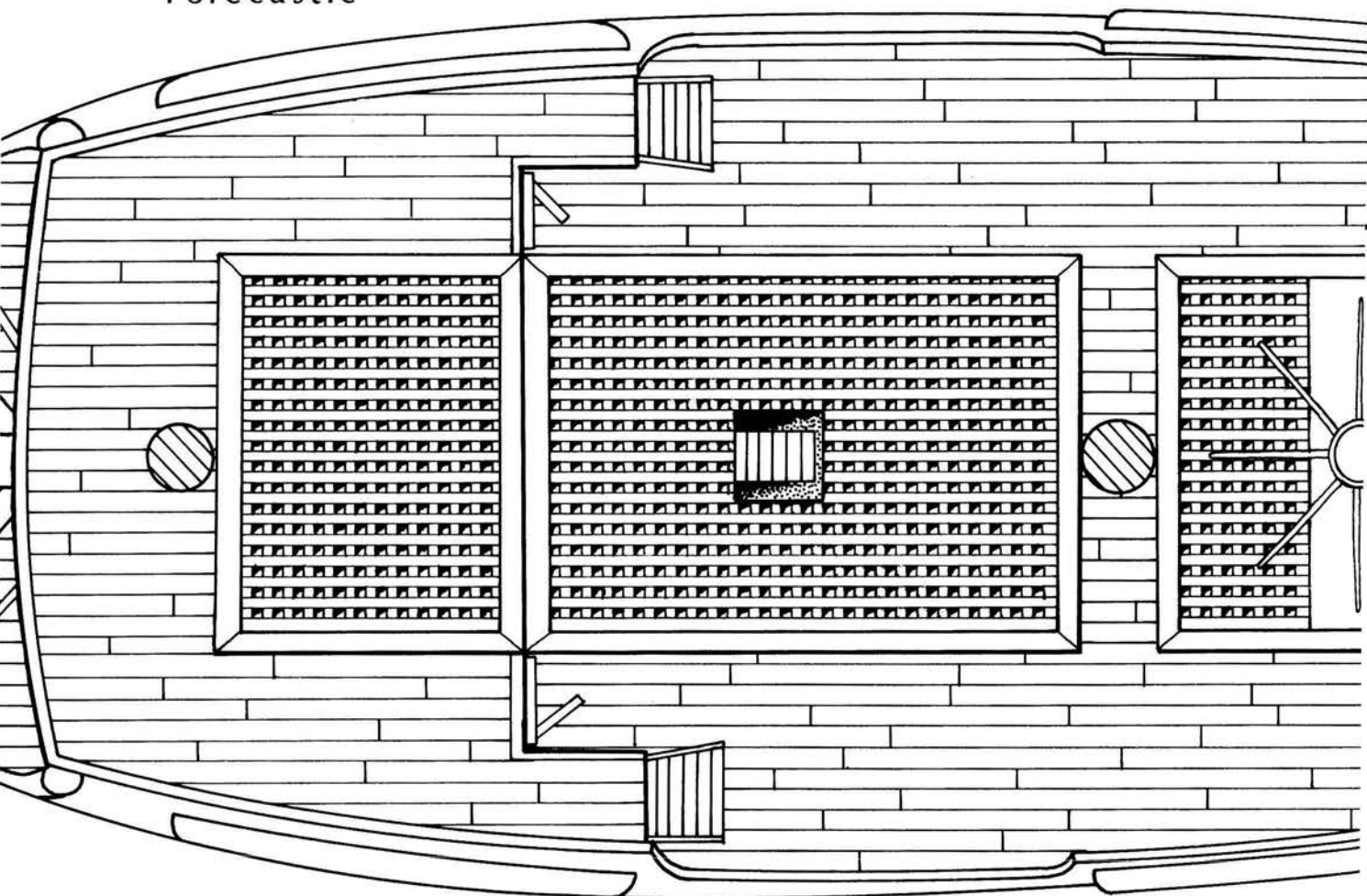
0 25 Feet





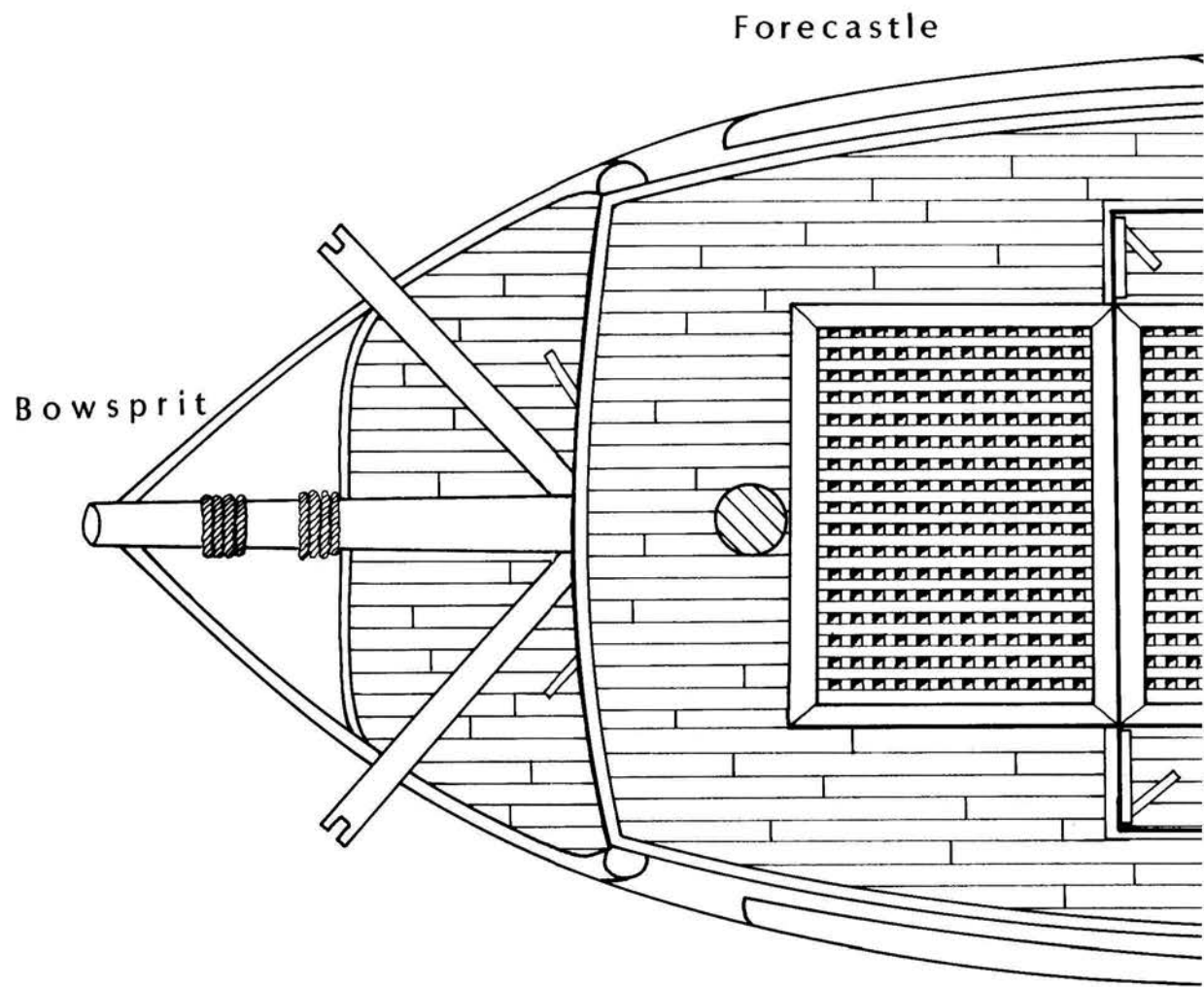
Main Deck

Forecastle



0 6 12 18 24





fish is medium-sized and will equal a one-quarter daily food ration for six players or a one-half ration for three. On a roll of 5 the fish is small and provides six PCs with one-eighth food ration or one-quarter for three. On a roll of 6 the fish is inedible. If a player fumbles a fishing roll (95 or above) the line is considered lost.

The survival manual goes to some length on how to create a lure out of various items such as tin can lids, jewellery, or the back of a pocket watch. The sausages in the survival kit can be used as bait, as can a piece of any fish that is caught.

There is very little else to do during daylight hours.

At approximately 8:15 p.m. the players will notice the beginnings of a very drastic transformation taking place on *De Thetis*. Every part of the ship becomes mildly luminescent, suggesting St. Elmo's fire. There is a slight but definite puff of wind which dies down as quickly as it began. Around them the characters will notice that with the luminescence the ship has taken on a new hue. The phantom outline of sails emerges, the rigging becomes whole, broken glass mends itself. For a split second the players see the blurred outline of two ships as if two photographs of the same ship - one a wreck, the other serviceable - were superimposed.

By 8:30 the ship has completely changed its appearance. (Roll SANity: lose one point if unsuccessful.) It now has blood red sails, and a Dutch flag blows briskly in the breeze (Critical Knowledge roll to identify it). The fog has thinned slightly to a swirling mist and the bow clips the waves suggesting motion. From out of the mist a series of shouts and replies are heard (roll German or Dutch to recognize the language and archaic dialect):

"Ho! Kapitan! Met donder en stoarm, Van verwijderd zeen, Over hoger golven, Van Zuiden, Ah, geliefd wind, Waaien opnievw!"

The chorus comes from two distinct points in the mist. (Translation: With thunder and storm, from distant seas - over towering waves, from the south - ah, beloved south wind, blow once more!)

Next is the sound of water thrashing as if it were being plied with oars. Suddenly two boats emerge from the mist, each filled with men in archaic dress, which head directly for the ship. Once alongside they spring lithely aboard and raise their two boats, arranging them on blocks above the main hatch. They totally ignore the player characters as if they were invisible. (Keeper's Note: PCs are invisible to the crew.)

As soon as one of them walks right through a PC or some such action which reveals their non-corporeal nature, roll SANity. (They appear as real to the player characters as they themselves do to each other. Everything on the ship is completely believable. However, when one of them passes through a character, or likewise, a character passes through them, the shock is profound. If SANity roll is failed, roll 1D6 damage. If the players brought any animals with them, the animals will act in kind.)

## CONCEPTUALIZING PARALLEL REALITIES

What is going on here cannot be explained, only described. In the phantom hours of dusk and afterwards, things become blurred, colors no longer have the light necessary for them to refract and therefore be distinguishable. What we cannot sense, we rely on conscience and reason to determine. When we sleep our unconscious takes over and we dream. True horror is something that appeals to the unconscious - or subconscious. It is something more than just frightening. It plays in and out of both worlds; our bodies react as if in a state of danger while our minds attempt to deal with this separate reality which challenges the norms our senses have allowed us to become accustomed to. The equilibrium of reality has been upset and to us that is terrifying.

Objects in the phantom zone have their representative in our world. On the Dutchman's ship this is quite apparent. The players are in one world: that of the rotted *De Thetis*. Yet the Dutchman is in another, the one that utilizes *De Thetis* as its foundation. Each night at 8:15 they return to this ship and relive their last moments, and briefly their red sails are the last vision of some doomed sailor. The Dutchman and his crew exist for this brief moment. They exist so that someone, his fate caught up with him, might know that the end is imminent and that he had best prepare his final thoughts.



Actions aboard the rotted **De Thetis** have a consequence aboard the Dutchman's ship, but the evidence for the players is extremely subtle.

#### Example 1:

Several of the players pick up one of the ship's boats and toss it overboard. When they turn back to where the boat had been, they will find it still there. If they look closely, however, they will note that the boat is not exactly as it was, but has been nudged over an inch or so.

#### Example 2:

In the Dutchman's hold are some poultry brought aboard to provide fresh meat and eggs during the voyage. A player can go down into the hold, grab one of the chickens, and bring it up on deck to let it loose. They let it loose and to them it seems to flap around making a great deal of distracting noise. However, the crew ignores it. What they might notice in **THEIR WORLD** is that there is a small disturbance in the poultry pen below, but chickens are always raucous. Only the chicken knows that something has been poking at it with invisible fingers.

In order to affect the Dutchman's reality, a player must attempt something small, yet noticeable.

#### Example 1:

Each night between 8:45 and 9:00 the captain retires to his quarters to enter a notation in his logbook. If a player bangs the pen around while the captain is trying to write, the captain will notice that his quill is acting as if it had a small life of its own. He probably will attribute this to the rough day he's had and discount his difficulty in writing, putting it off for some other time.

#### Example 2:

Causing a glass to fall off its perch. Since you can only nudge an object after great effort, nudge something that might then continue its movement according to gravity. The jar reaches the edge of a shelf and then crashes to the ground. Ships by their very nature, however, are usually well secured against this event.

Basically, described above is the psychology of poltergeist activity, but in this case it is the "real" people who are the poltergeists!

Players who have lost their **CONstitution** points do have a chance of being noticed by crewmen. Passing through a crewman will cause him to shudder. Remaining stationary at one spot on the deck will cause a crewman, if he happens to be gazing in that direction, to squint his eyes as if a haze were obstructing his view. Players that have lost 3/4 of their **CON** points will literally begin haunting the ship, as far as crew and captain are concerned. Characters with **CON** points of 3 or less may actually communicate- if they know German or Dutch or have an interpreter standing by- with them. Summing this all up, it should be apparent that as the PC loses **CON** points he spiritually recedes from this world and begins to emerge in the next. Of course, this is exactly what the players are trying to avoid. The crew of **De Thetis** will act in the standard manner while viewing a "ghost".

### SURVIVAL ABOARD DE THETIS

This is essentially impossible. When the food from the survival kit gives out, it is just a matter of time before the players starve to death. Close attention must be paid to the quantity of food ingested by each character. To do this, use the tables described in the section pertaining to Fishing and Water consumption. For each day that a PC does not achieve his minimum quantity of protein, he loses one **CONstitution** point. For each day a PC does not achieve his minimum daily quantity of water he loses two (2) **CON** points. A bad day, therefore, will see a player lose three points of **CON** regardless of the type of activity engaged in. It is up to the players when they will go on survival rations. One day of regular rations consumes three days of survival rations according to the survival manual. The life raft was provided with food according to the survival rate of consumption. It assumes that anyone lost at sea would consider his case a survival situation. It states this explicitly in the introduction.

### THE LOG BOOK

When the ship transforms itself, so does the log book by becoming legible again. The peculiarities of the log book should be paid close attention to by the Keeper.

In its new form, turning the pages is not quite as easy as one might expect. Because the paper is really phantom paper, just turning back a page is difficult. A player



may peruse the log but in a disorderly fashion. Only the first and last pages may be easily accessed. (The last page has nothing written on it.) The first page is provided in the Appendices.

As the players haphazardly read through the log book, they will gain a disjointed view of what befell the ship. Certain clues concerning their own predicament will also become apparent. There is enough time between 9 P.M. and 11 P.M. to translate one page every half hour. (The difficulties lie in the handwriting and dialect of the captain.) Of course, each page requires a successful German or Dutch Roll on the dice. Because of the difficulty in turning the pages and because there are twenty entries available for reading, the Keeper rolls a D20. The players then make their Language roll. If they are successful, let them read the corresponding section. If it happens to be one the players have already read, they wasted 5 minutes finding this out. Page numbers in the log are not numbered - they are only dated according to the entry. Playtesting has shown that players rarely go about this in an organized manner and will duplicate each other's labor by not being present while another player takes a turn at the log. Very often the translator merely sum-

marizes the information, glossing over particulars that might ring a bell for some other player. Run this any way you wish. Eventually they'll catch on. Let only the translator see the information, though, and unless he makes a copy (assuming he has something to write on and with) he will have to recite from memory its contents for those not in the captain's quarters.

Section V in the introduction - the log entry for January 17, 1647 - is considered number 4 when rolling for pages in the log. All the other sections are essential summaries and numbered accordingly.

### THE FOOD IN THE GALLEY

Among the more disturbing sensations the P.C.'s will encounter as the crew returns to *De Thetis* are the odors of baking bread and boiling stew. These maddening smells rise up out of the hatches from below. If the P.C.'s investigate their origins they will arrive at the marvelously refurbished galley. A long table is laid out in the crew's quarters with bowls for the stew and mugs of cider. The crew, after securing the boats, will straight away partake of this. Players can steal what

they will. The food is satisfying, though a bit bland. Their hunger will dissipate and they may even have a false sensation of being bloated. By the next morning, however, they will be just as famished as before. The food does absolutely nothing for them. Their bellies are full of air.

#### 11 P.M. Thetis Time

Wherever the players are, they will hear the shouting of "link" (left) or "rechts" (right) from someone in the rigging. Immediately the entire crew and the captain will cease whatever they were doing and go to the appropriate side of the ship. Everyone will see what seems to be a tunnel form in the mist. This "visual" tunnel will connect *De Thetis* with an historical, sea-faring disaster. If the disaster is on the left side of the ship, the players will view the last moments of a ship and crew from some time before the Dutchman's own era. If the disaster is on the right side of *De Thetis* it will be from the Dutchman's future. (Roll d100: if odd, the wreck is past, if even, the future) The seas around *De Thetis* will be as calm as they were before, calm. At the end of the tunnel, however, the seas will be appropriate for the particular disaster. (Remember: a wreck in the Dutchman's future may still be in the past for the Players/Characters.) Give an oblique description of any wrecks which occur in the P.C. future such as that of a torpedoed oil tanker.

At first the doomed crews will view *De Thetis* as if it were a rescue ship. Shortly, however, as they take in the sight of its solemn crew and red sails, their cries for help and momentary optimism will abruptly change to grimaces of horror: their fate is sealed. (The first time this happens players must make a SANity Roll. If they fail they lose one point.) The tunnel will link the two ships until the stricken vessel slips beneath the waves and the last crewman drowns. It will then gradually close up with mist again.

From the type of wreck the players view, a possible avenue may exist for their escape. Galleys were primarily coastal vessels and most types of galley were only found in the Mediterranean Sea. If the players slip off *De Thetis* and row out to a foundering galley, they have a chance of surviving whatever storm or mishap befell that ship. If

they do this, they have another chance of finding the coast once the storm or whatever subsides. They will again be on land. However, how they get back to their own time cannot be dealt with in this scenario's length, for when they join the galley, they've left the limbo of *De Thetis* for a specific era. If the wreck is a galleon or some other ocean-going vessel and the players survive the storm, pirates, icebergs, carelessness, etc., they will have a very slim chance of surviving in the open sea. (Average the Player/Characters' luck. Find out what would be a critical roll for this - 20% of the new value - and roll the dice once for each day they have left. Survival aboard an open boat in the open sea is not so common; the same protein and water requirements still apply as they did aboard *De Thetis*. They will still have to deal with the new era in which they'll emerge. For clever players this may work to their advantage. If a PC views a disaster about which he may have some knowledge - the Titanic, for example - he may know that rescue ships are on the way, and the player's may safely join the potential survivors in this event. However, they'll have to wait nearly eighteen years before they can make their appointment in Cardington!

By 11:30 most wrecks viewed in this phase are over.

#### 11:30 Thetis time: The Ritual of the Damned

The crew turns away from the mist and gathers on the lower after-deck. The captain, accompanied on one side by the Lay Reader, stands on the poopdeck. He addresses them for the next fifteen minutes (See App. ). When he finishes, the captain steps aside and the Lay Reader begins reading from his Bible. As he finishes each stanza, the crew punctuates his reading with a brief chant, "Ewige Vernichtung, nimm uns auf!" (Translation: Eternal extinction fall on us!) The players should get the impression that the crew means what they say. Never has a liturgy been so heart-felt. It is truly a chant of the damned.

#### 12:00 Midnight - Thetis time

A crewman slowly rings the appropriate bells. Awkwardly, two sailors approach the Lay Reader. He notices them and shrinks away to the gunwales in terror. Briefly there is a struggle, but the Lay Reader ends up over the side, never to surface. The crew gives a mournful howl.



For the next 4 and one half hours, one crewman after another goes through his death agony. One climbs the rigging and hangs himself by a spar. Another has his head cleaved by an axe. Another jumps from the main mast and comes crashing down on the deck. Another wrenches over the side until blood spills from his guts and he slumps, moaning, over the capstan. There are screams from below and howls from above until around 4:30 A.M. Then there is silence. At this point the captain comes crawling from the hatch which leads to his quarters. For the next half hour he slowly makes his way to the bowsprit. A terrible change has overtaken him. He is extremely thin, his skin is pale, his eyes bloodshot and bulbous. With a last ounce of strength he heaves an invisible object into the sea and dies. Fifteen minutes later he has become the same ragged skeleton the players first found. It is now dawn. (The first night the Players view this scene of madness and despair they must make a Sanity check. If they fail, they lose 1d6 San points.)

**Keeper's Note:** The captain has just enacted the ritual of tossing the jewel into the sea, as he has done for over 250 years.

## THE POLAR STAR

The jewel exists in both worlds. If it is taken out of its case and paraded around the ship, the crew and the Dutchman will react to it. The Dutchman's crew will observe it as if it were an apparition from Hell. Only the captain will react without fear. He will follow it, arms outstretched, and exclaim, "Die Tochter, die Tochter." (Translation: The daughter, the daughter.) He will go to any length to possess it. He will even, if the P.C.'s are in a communicable state, grant them a wish in exchange for it. He believes the jewel is the means through which he and his damned crew may find salvation.

One of the more unsettling properties about this fabulous stone is that it binds the dead to wherever they were at the moment of their death, as long as the jewel was in the immediate vicinity. Therefore, Mrs. Cosgrove's belief that she could communicate with her daughter with the help of the jewel was not far from the mark. The jewel binds the crew to *De Thetis* just as it will any PCs who die aboard the ship when the jewel is on it.

The only sure method of escape is to exchange the jewel for safe passage to the players' original time. The captain will let them depart in their life raft somewhere off the south coast of Spain. If the raft was destroyed they'll have to swim. He will let them disembark around midnight at which time they will hear breakers in the distance. Once the jewel is returned, neither the ritual of the damned nor the shipwreck scenes will be repeated. The captain and crew are still bound to the ship, but their repeated deaths no longer occur. They now merely await oblivion.

The captain always refers to the jewel as "the daughter". There is no known reason why he does this. It might have something to do with its location in Bombay within the City of the Dead. The circumstances under which he acquired it will always be a mystery.



## THE LOG BOOK

The following are excerpts of the actual text. They contain the essential information that will be gained from a successful German or Dutch language roll.

### 1. Dag Boek De Schip Thetis

Kapitan Hagen Venderdecken

April 14, 1646

Set sail this day with a hold full of ironware bound for India. We'll be travelling around the Cape of Good Hope. Our good master, Floren Kurster, bid us a profitable voyage in the company of his many daughters. They remained on the dock until only our top sails were visible, or so the look-out Bontekoe reported.

Greetings, friendly sea. I greet you with joy in my heart.

### 2. Illegible date:

37 tons of bread  
18 tons of pickled pork  
13 tons of marinated beef  
6 tons of dried salt beef  
210 bushels of peas  
105 bushels of beans  
141 bushels of oatmeal  
141 bushels of wheat  
600 gallons of cooking oil

### 3. July 6, 1646

We are now 1 and one half days into the Cape. We have encountered remarkably good weather. By our reckoning, Cape Town should be reached on the morrow. I wonder if the Portuguese Vasco de Gamma had as bounteous good wind. He saw these coasts first. What must have been his thoughts?

### 4. See Section V in the introduction.

### 5. February 18, 1647

At first the sea is as smooth as a table and then waves that rose so mightily that it seemed the ship would turn turtle. We stood together with our heads touching, yet could not shout or speak that we could hear one another. Soon the hold has shipped 7 feet of water but the storm let off as suddenly as it had appeared.

### 6. February 21, 1647

Then our courage was lost in its entirety for the more water we threw, the worse the fire had become. Then there arose such crying, groaning, and shrieking in the ship as caused a man's hair to rise on his head; indeed the vehemence of fear and terror was so great that cold sweat poured from men's faces.

### 7. February 28, 1647

With the doldrums now on its ninth day some of the mates caught a shark. We designed to dress him and refresh ourselves, but when we cut it open we found in the belly of it our Sergeant that we had thrown overboard, not yet digested. The sight of this so turned our stomachs that none could find it in his heart to eat of the fish. We threw man and fish into the sea again.

### 8. March 4, 1647

On the 13th day of the doldrums the men saw in the distance a small island covered by the green mantle of coconut trees. From this we judged the Cape to be yet 20 day sail. Food was here in plenty but the islanders betrayed our trust and slaughtered three of our crew including the mate Volkser. The rest of the party just managed to escape. Volkser's loss will be sorely felt.

### 9. March 15, 1647

Two of the mates driven mad jumped overboard in a raving fit. Our best swimmers, perceiving this, leapt in after them and brought them once again into the ship. But one of them, after all this, hanged himself that very night by his bedside. The other died on the morrow, having no regard to any good advice given him. The Lay Reader, contrary to his station, took no notice of the poor man's spiritual need.

### 10. March 19, 1647

I've finally done off with the Lay Reader. His lamentations and explanations for these doldrums hath done no good for the spirity of the ship and hath brough the crew nigh mutiny. As he went over the side, his last cry was that every soul shouldst die off this ship. Oddly, he never surfaced once breaking into the sea, as if the water swallowed him in one gulp. Good be his riddance!

11. March 21, 1647

There gave occasion to a dispute among some of our seamen concerning the dead bodies that were thus thrown overboard, some affirming that when they were loose, floating upon the water, you might turn them how you would and they would still turn again with the face or head toward the east. One did crawl down by the hull on the rope ladder for to test this, and with a pole turned the corpse about. The body turned again, by what cause I know not, but it was enough to convince him and the others that the assertion had somewhat of truth in it.

12. March 29, 1647

As I fell ill and was in a swoon he that looked after the sick took me for dead and fetched a new shirt out of my chest and was putting it on me. The sailmaker too was going to sew me up, and he, handling me a little roughly, after all his pushing and tossing of me, I opened my eyes. Those that were about me were....

13. April 8, 1647

Sorely troubled at such a prospect, I pleaded with the men to be patient. Our distress hath become every day greater and heavier to bear, and yet they agreed to wait three days. Indeed they speak of it among themselves and look with such despair, distrust, and malevolence at each other. I wonder if I too could eat of man...?

14. April 19, 1647

I now have it in my head to rechristen the ship, for she no longer resembles the friendly *De Thetis*. The crew are but spectres of themselves. A stranger sails this Cape, outside the realms of man and God. We have crossed the threshold. There can be no hope now. I too am lost.

15. May 1, 1647

I had not heard of this before and because of it the loss of the surgeon sorely more is felt. He could account for it; these hallucinations are beyond my own knowledge. Can such things as mirages be seen by more than -- the rarity of it to have several witnesses. Are we deceived? Have the sails turned red?

16. May 4, 1647

The crew's quarters were so blighted that a candle could not be lit. We all gaped while the shape of Volkser moved above on the f'castle -- as he had in life. One of the men whispered that he had seen Bontekoe at

the wheel three days ago. All but I were daft to believe him them, but there roamed Volkser, his head cleaved as it was on the island.

17. May 9, 1647

Volkser's shape seems to have repaired itself somewhat -- the wound no longer extends to the jaw. He doesn't seem to notice us -- nor does Bontekoe -- unless we pass through them. In that case they shudder as if we were a chill breeze. The Lay Reader has returned. The three of them seem to know how the ship turns. We are careful to keep out of their way. Perhaps we are too weak to judge this correctly in any case.

18. May 21, 1647

Only I remain unless someone of the crew has hidden himself. This morning a wonderful mist has descended upon the ship. I can hear waves crashing on a shore but am at a loss as to where or in which direction this may be. I've taken a count of the phantoms which walk these decks. Only the most recent dead have yet to return. The mirror in the galley tends only to my reflection. This unnerved me when first I noted the peculiarity. Pondering this reflection has informed me of my own self -- as it will be when I join the crew. Perhaps it is the jewel which has kept me whole? Or am I already a Phantom?

19. May 31, 1647

The Lay Reader has again resumed his cursed goading. None obey me. The breakers still beat through this mist, but I can get none to man a boat. I am too weak to swim for it alone. I wonder what coast it is. India, Kurster's cursed land, bears a grudge against the world. Dare I cherish the illusion that a child might be moved to pity me? Only a bright-eyed child -- before God's grey fingers have got hold of her and turned her mind against me. Ohe, I am damned by the sea. I am too weak.

20. June 2, 1647

Through what tool shall I find my redemption? I feel more a foul spirit than man. Ohe, the violence of my torment. This cursed mist. Rage keeps this wreck afloat. Enough! I'll toss it into the sea. Gewiss!



## The Ritual of the Damned

The following is merely an excerpt but it contains the gist of what Captain Vanderdecken relates to his crew each evening around 11:30.

(Spoken with great conviction)

"Once again the time is up  
We've hidden in shrouds of mist for another day  
Now this ship must bear me again....  
No longer do we count the years  
It is impossible to number the coasts we've passed.  
Never to touch land, always out of reach  
We are trapped by the mysteries of the sea  
and our doom is eternal.

How many times have I plunged into the sea  
looking for, but never to find,  
the solace of oblivion  
Onto how many reefs, the godly home of many  
a drowned sailor, have we driven this ship  
only to find ourselves  
again with the accursed deep beneath us?

Countless years we've wandered  
Thoughts of home and countrymen stretched  
beyond the Limits of memory.  
Who was my mother,  
what was my father called?  
Was I born for this work?  
Who counts the hours of eternity?

Odysseus had but twenty years  
and his adventures spanned both sea and land  
But we observe only the Hell-borne sailor.  
We exist only for the glimmer in a salty eye. Even the albatross avoids our red sails.  
I am Hagan Vanderdecken and you are my crew.  
Was there ever a crueler joke....!

Eternal extinction fall on us!

## THIEVES IN CALL OF CTHULHU

If the Keeper wishes to play up the thief angle in this scenario, the following information is presented as a guideline for the Keeper to develop his/her thieves.

For the sake of analysis, thievery can be divided into four major groups: **Deception, Intrusion, Engineering and Assault.** Of these groups, only the last resorts to violence as an instrument of policy, although few of these things even become that philosophical. Most practice their trade in the obscurity needed for survival in their subculture. Below is information breaking down the technology of Theft into its four groups and subspecialties by sophistication:

### Skill Descriptions

#### Knowledge Skills:

**Fencing:** The fine art of moving stolen goods on the Underworld Market. The skill itself involves both a knowledge of bargaining and who to bargain with, as well as a working knowledge of the materials to be moved. Subcategories include:

Currency

Securities

Counterfitting

Jewels

Art

Subcategories should be treated as separate Fencing skills, due to specialization.

**Mechanical Engineering:** To attack high-tensile steel requires knowledge of how it is put together. This eases the difficulty of taking it apart. You can't tunnel thirty yards through clay without knowing how to avoid burying yourself. This will act as a modifier to an information role (when the Keeper is bored) and for primary task achievement.

**Civil Engineering:** The skills needed to understand the construction of public works - streets, sewers and the like. Use as mechanical engineering.

**Architecture:** Specific skills related to the construction and engineering of buildings. Useful in finding concealed structures or penetrating constructs. Use as mechanical engineering.

**Gemology:** The study of jewels and their appraisal. This can be used to evaluate items and to spot paste replicas. A skill level above 75% allows replicas to be fashioned.

**Escape and Evasion:** The fine art of planning and executing a getaway. Use as Mechanical Engineering.

**Extortion:** A specific bargaining tool. The exploitation of victims without provoking a trip to the police. This includes knowledge of ways to prevent self-incrimination.

**Finance:** Separating members of the financial community from their wealth requires intimate knowledge of what people do with money and where it is. Use as Mechanical Engineering.

## Perception Skills

**Identify Victim:** Most crimes require a target with the commensurate financial status to reward one's efforts. A fumble in this phase will identify the least desirable target.

**Identify Police:** The ability, almost extrasensory, to spot the minions of the Law before, during and after committing a crime. A failure here means ignorance of their presence and a fumble delivers one into their hands.

**Casing:** The surreptitious ability to evaluate a premises as a suitable target. Note: this does not solve the problem of being caught in the wrong place at the wrong time. A fumble leads to an error in judgement, such as missing several patrolling guards.

## Manipulation Skills

**Demolition:** The systematic destruction of objects with or without regard to leaving their contents intact. The greater the criminal's skill, the more discriminatory he can be. The greater the chance the contents will survive the operation. Players should be constrained to use the right tool for the right job. You can't open a bank vault with a pick axe. The skill should be employed as Mechanical Engineering.

**Entry:** The ability to defeat a physical barrier in the shortest time with the least visible effect and noise. This is intended as a destructive skill, though at times needing the same pattern as stated for Mechanical Engineering. This skill implies a practical knowledge of physical security.

**Diversion:** The ability to distract attention from one's activity by either sleight-of-hand and/or the actions of confederates. The diversion will consist of an act which, when successful, will fix the attention of all present without appearing suspicious or incriminating. A fumble neither distracts nor seems innocent.

**Search, Overt:** The ability to rifle the contents of an area to locate the most valuable items (not readily visible) in the least amount of time. The site of this activity looks like it's been through a cement mixer. Failure at this skill means that the Searcher misses items. Fumbles mean physical injury.

**Search, Covert:** As Overt Search, except that the result should be undetectable. Lack of Success is evenly distributed between (50% chance each) of not finding the object and leaving tangible evidence of the search.

**Alarms:** The ability to detect, classify and defend against all types of alarm systems. Failure results in tripping the alarm.

**Gambling:** Anyone who knows anything about Gambling knows that it has little to do with chance. This skill involves the use of knowledge of the game to influence the outcome. Fumbles automatically reveal the skill, with predictable results. The nature of the skill should be specified at the time of character generation.

**Pick Key Lock:** As the category implies, the individual can defeat this type of lock. A skill level of 15% allows attempts to attack sprung latches successfully. Higher skill levels allow attacks on the tumblers. Levels above 25% allow skills to be added cumulatively (per turn), making it a matter of time.

**Picking Combination Lock:** Combination locks are quite a different matter from key locks. Time and patience are needed to discover their secrets. Combination locks have a numerical difficulty factor which acts to reduce the ease with which they may be

defeated. Divide the Skill Factor by the Difficulty Factor to determine the effective percentage for success on each tumbler. This simulates the time needed to crack the safe, setting each tumbler in succession. Fumbles jumble the tumblers.

**Vault Entry:** Timelocks and other advanced systems rendered the safecracker somewhat obsolete, until more technical methods of dealing with such devices were developed. Typical tools employed to gain entry into vaults protected by the aforementioned systems are hand drills, oxyacetylene torches, chisels, hammers and the nitroglycerine (home-made and somewhat touchy). Fumbles with all but the latter will be evenly distributed between tool damage and physical injury. A fumble with nitro is very permanent.

Vaults, like combination locks, are assigned a Time of Penetration Difficulty Factor in accordance with the weight of the vault. Each 1000 lb. equals 1 difficulty point with Penetration Time equal to 30 minutes times the number of difficulty points. Therefore, attacking a one ton safe (Difficulty Factor 2, Time Factor 60 minutes) with a V.E. skill of 25% would give a probability of 12.5% (12% rounded down) at 60 minutes, 25% at 90 minutes, 37% at 2 hours etc.

Even the dumbest felon will notice that this requires a great deal of time and skill. The solution has already been provided. Its much easier to blow it! Isolated targets are easiest attacked with mce, stable dynamite. Most vaults, however, are far from isolated. These require entry and high precision application of nitro. This agent must be carefully transported to the scene by its user, rolling each turn that it is moving. Fumbles are fatal. The door of the vault must have a hole drilled into the facing to allow an amount of nitro to be introduced into the locking mechanism. Evaluate as in Mechanical Attack, but at normal skill percentage. The nitro is introduced into the door at normal percentage rolls. Failure is evenly split between spilling the stuff down the door front (yes, you have to clean it up!) and adding too much. How much is too much is left up to the Keeper.

Mats are wrapped and or braced over the vault door to muffle the sound of detonation. Detonation is considered automatic at the appropriate time. For each 10% of excessive charge used, there is a 10% chance

of injury to the crouching crew. Roll 2D6 for damage for each person.

## Stealth Skills

**Disguise:** The art of Disguise is that of being able to hide in plain sight; the use of makeup, costuming, vocal alteration and posture to conceal true identity. The following is a ranking of techniques used at various skill levels:

Costuming.....	15%
Makeup.....	30%
Vocal Alteration.....	45%
Posture.....	60%
Gait.....	75%

IQ Level Modifier	< 9	-70%
To Disg. Roll	< 12	-45%
	< 14	-25%
	< 16	-10%
	< 18	- 5%

Fumbles always reveal clues to the disguise.

## Communication Skills

**Liason:** This is the ability to obtain information within the criminal subculture. It is necessary to gain access to specialized tools, services and go-betweens as well as knowing who not to cross. It is also useful for not tipping off the Police as to your intentions. Fumbles always tip off your opponents on the Police. The Liason roll is your particular chance of making the contacts and/or connections you want in a 3 hour period.

## Agility Skills

**Scaling:** The ability to climb structures with easily transportable tools and without appearing as obvious as an alpinist ascending the Matterhorn. Fumbles fall.

The rate at which the climb is effected and the degree is reflected in the skill percentage. Rate is determined as the percentage of normal walking pace. The percentage is also the chance that the climber may conceal him or herself in darkness.



**Aerial:** The best of the jewel thieves have the ability to move effortlessly on the most precarious surfaces. The skill percentage equals the percentage of normal walking speed that they may move over roof scarps and cables. That percentage of running speed may be used over nonslick surfaces of less than 35 degree slope. These actions may be performed with 96% certainty. Fumbles still fall. Exceeding the skill speed by a certain percentage of failure means a fall. The base level for anyone without the skill is 10% on slopes less than 35 degrees only.

### Attack Skills

**Abduction:** The ability to assault, immobilize and extract a victim with as little visible trace as possible. Use as Mechanical Engineering.

**Immobilization:** Rendering a victim unconscious or incapable of resisting the assaultant. Fumbles kill the victim.

**Garrot:** Actually a fine art with many variations, a garroter strangles his victim with various degrees of speed. Someone being strangled by a clod will live up to 2 minutes. Each skill percent equals 1.2 seconds off that time. Fumbles allow the victim to break away.

These are the starting percentages for character generation.

### Occupations:

**Cheat** - Law (10) Listen (10) Psychology (5) Spot Hidden Object (10) Fast Talk (5) Dodge (5) Gambling (10) Identify Victim (5)

**Confidence Man** - Make Maps (5) Psychology (10) Debate (5) Fast Talk (10) Psychoanalyze (5) Identify Victim (10) Identify Police (5)

**Swindler** - Accounting (5) History (5) Law (10) Make Maps (5) Psychology (10) Identify Victim (10) Bargain (10) Fast Talk (10) Psychoanalyze (10) Debate (5) Finance (5) Identify Police (10)

**Politician** - Accounting (10) Law (10) Library Use (15) Psychology (10) Bargain (10) Credit Rating (20) Debate (10) Fast Talk (15) Oratory (15) psychoanalyze (10@) Throw (10) Finance (10) Identify Victim (5)

**Locksman** - Pick Key Lock (10) Entry (5) Demolition (5) Casejoint (5) Hide (5) Identify Victim (5) Listen (5) Move Quietly (5)

**Mechanic** - Pick Key Lock (10) Entry (10) Demolition (5) Case Joint (10) Hide (5) Identify Victim (5) Listen (10) Move Quietly (5) Fencing (5) Alarms (5) Search, Overt (5) Mechanical Engineering (5)

**Cracksman** - Pick Key Lock (15) Pick Combination Lock (10) Entry (10) Demolition (10) Vault Entry (5) Case Joint (10) Hide (10) Identify Victim (5) Listen (10) Move Quietly (10) Alarms (10) Search, Overt (5) Mechanical Engineering (5) Architecture (5) Fencing (5)

**Engineer** - Mechanical Engineering (15) Architecture (10) Civil Engineering (5) Entry (10) Vault Entry (15) Alarms (10) Demolition (10) Liason (10) Fencing (10) Diversion (5) Search, Overt (5) Library Use (15) Make Maps (15) Spot Hidden Object (10) Mechanical Repair (10) Electrical Repair (5)

**Sneak Thief** - Identify Victim (5) Identify Police (5@) Pick Pocket (5) Fencing (5) Escape Evasion (10) Dodge (5)

**Burglar** - Identify Victim (10) Case Joint (5) Identify Heat (5) Entry (5) Overt Search (5) Liason (5) Fencing (5) Escape and Evasion (5) Hide (5) Move Quietly (5)

**Second Story Man** - Identify Victim (10) Case Joint (10) Identify Police (5) Entry (5) Climb (5) Overt Search (10) Covert Search (5) Liason (10) Fencing (10) Escape and Evasion (5) Hide (10) Move Quietly (10) Alarms (5)

**Cat Burglar** - Identify Victim (15) Case Joint (10) Identify Heat (5) Entry (10) Scale (10) Aerialist (10) Pick Key Lock (5) Pick Combination Lock (10) Search, Overt (15) Search, Covert (10) Gemology (15) Fencing (10) Liason (5) Alarms (10) Escape and Evasion (10)

**Mugger** - Identify Victim (5) Identify Police (5) First Aid (5) Listen (5) Hide (5) Move Quietly (5) Fast Talk (5) Escape and Evasion (5) Knife (10) Handgun (5) Liason (5)

**Stong Arm Man** - Identify Victim (10)  
Identify Police (5) First Aid (5) Listen (5)  
Hide (10) Move Quietly (5) Fast Talk (5)  
Escape and Evasion (5) Knife (10) Handyman  
(10) Liason (5) Immobilization (10)  
Diversion (5) Garrot (10)

**Holdup Artist** - Identify Victim (10) Identify  
Heat (10) First Aid (5) Listen (10) Hide (10)  
Move Quietly (10) Fast Talk (5) Escape and  
Evasion (10) Drive Auto (10) Handgun (15)  
Longarm (5) Liason (10) Entry (5) Abduction  
(5)

**Bank Robber** - Identify Victim (10) Identify  
Police (15) Case Joint (10) First (10) Listen  
(10) Hide (15) Move Quietly (10) Fast Talk  
(10) Oratory (5) Escape and Evasion (15)  
Drive Auto (15) Handgun (20) Longarm (15)  
Liason (10) Entry (10) Demolition (10)  
Abduction (10) Extortion (15) Fencing (10)  
Finance (5) Diversion (10)

NOTES:

# WHISPERS FROM THE ABYSS

by Tom Bailey

## INTRODUCTION

**Whispers from the Abyss** is a scenario created for Chaosium, Inc.'s role-playing game, **Call of Cthulhu**. Players will be asked to investigate the failure of England's first colony in America, Roanoke Island. As professors and students from Miskatonic University, they will undertake an archeological excavation of the island, seeking clues concerning the disappearance of the colony. However, caution must prevail, lest they, too, disappear without a trace.

The Keeper should keep in mind that there is no creature the players can fight in this scenario. There is only investigation, and the mind-numbing knowledge to be gained thereby. The Keeper should allow the players to flee at any time. The Keeper should also de-emphasize wanton destruction. The players represent men of learning, seekers of knowledge and leaders in the quest for truth. What happened is unbelievable, and what is happening is unbelievable. Therein lies the soul of this scenario.

## SCENE 1

### NARRATIVE:

A brisk February morning in 1925. You are gathered in Professor Brown's study at Miskatonic University. Prof. Brown, Dean of Sciences, greets you as you enter. Also in the room are fellow professors and a few of the senior anthropology students, and there is a well-dressed gentleman whom you don't recognize.

Prof. Brown asks you all to sit down and introduces the gentleman as Sir Andrew Buckinghamshire, of Oxford. He explains that Oxford University would like to fund a joint archeological expedition to Roanoke Island, site of England's first colony in America. As is well known, the colonists disappeared without a trace. The source of funds is quite adequate for any reasonable expenditure, however, Sir Andrew would like to produce a definitive and publishable account of the colony's demise. Specifically, he is interested in knowing the following:

- 1) What happened to the colony and its inhabitants?
- 2) Are there any known descendents of these original inhabitants?
- 3) What brought about the failure of the colony?
- 4) Is the site worthy of a more ambitious dig?

Prof. Brown steps in and mentions that since the dig will begin in May, the savants will have three months to prepare themselves. Special equipment that might be useful should be procure. He then pauses, thoughtfully lighting his pipe.

\*As you may recall, a year and a half ago the University suffered a serious academic setback, you know. Lots of bad publicity surrounding the symposium we convened.\* I cannot emphasize enough the importance of this dig. It is a way to restore a measure of what was lost, men. I urge you gentlemen to

\*Chronicled in **The Arkham Evil**, a TOME publication.



make as complete an investigation as possible, dispelling any lingering myths of 'lost colonists' and mysterious disappearances. Bring back proof!"

Light chatter fills the room as you take stock of the party. An archeologist, an anthropologist, and some students. This may prove a pleasant summer.

#### **Keeper's Notes:**

Sir Andrew Buckinghamshire is a member of the Right Hand, a secret society that has kept a watchful eye over mankind. He, of course, will not divulge the reason for his interest in Roanoke Island, blandly assuring all questioners that the project was conceived as an expression of Anglo-American archeological cooperation. Should any players investigate the background of Sir Andrew, they will find out that he is not associated with the faculty at Oxford in any way. If the players attempt to confront Sir Andrew with this fact, they will find him evasive and indignant. he will threaten to cut off the monies appropriated for the venture; something Prof. Brown will not tolerate.

#### **SCENE 2: JOURNEY TO ROANOKE**

Roanoke Island lies about 7 miles off the eastern coast of North Carolina. It is part of the outer coastline formed by a chain of narrow, sandy islands known as the Outer Banks. Cape Fear and Lookout project from the mainland towards the isles. Roanoke lies between the Albemarle and Pamlico Sounds, both are shallow, brackish, and almost tideless waters (see map).

From Boston the closest town by rail is Elizabethtown, located on the land north of Albemarle Sound. It is a modest establishment of about 6000 people. It will take two days to get there from Miskatonic. From here the only way to get to Roanoke is by chartering a boat; a 40 mile trip one way. If the players are willing to put up with a longer and more arduous journey they can go to Mann's Point, a very small town about 7 miles from Roanoke across the Pamlico Sound. This will take 4 extra days to accomplish.

Elizabethtown has far more to offer in the way of civilized amenities. There is a local historical society, supplies can easily be purchased, and there is a movie house. it will cost more to charter a boat here than at Mann's Point, however. Mann's point is a very small hamlet. Most of the inhabitants are self-sufficient. Food can be purchased (there is no great variety) but tools or camera film are unavailable. Any players staying the night in Mann's Point will hear the legend of Virginia Dare (see App. 2). While not hostile, the inhabitants of Mann's Point don't like strangers (there is a bootlegging operation that most of them participate in).

Roanoke is a low, swampy island about 12 miles long and 5 miles wide. The island is currently uninhabited. At the north end of the island is a lighthouse, mostly intact but abandoned. This will be obvious to the players only if they approach the island from Elizabethtown. the lighthouse is obscured from view if travelling from Mann's Point.

The climate is just about sub-tropical. It gets quite hot and humid in late summer and hard work can produce sunstroke. Huge thunderstorms are common in July and August. During the winter months it becomes quite chilly. The winds blow incessantly.

The flora and fauna on Roanoke are quite varied. All sorts of lizards and amphibians, along with birds and small mammals, live in the swamps. Roanoke is home to a considerable number of insects. During the summer they are quite bothersome. When first landing, one's ears are assailed by the high volume of noise. Chirps, buzzes, whines, hoots, croaks, and birdsongs all combine in a cacaphony of sound. At night the island becomes "totally alive" when the nocturnal creatures make their rounds.

To the casual observer, Roanoke has the potential to become a new Eden. Truly, the colonist picked a good land to set up their first settlement. What went wrong? Perhaps this summer the world will find out!

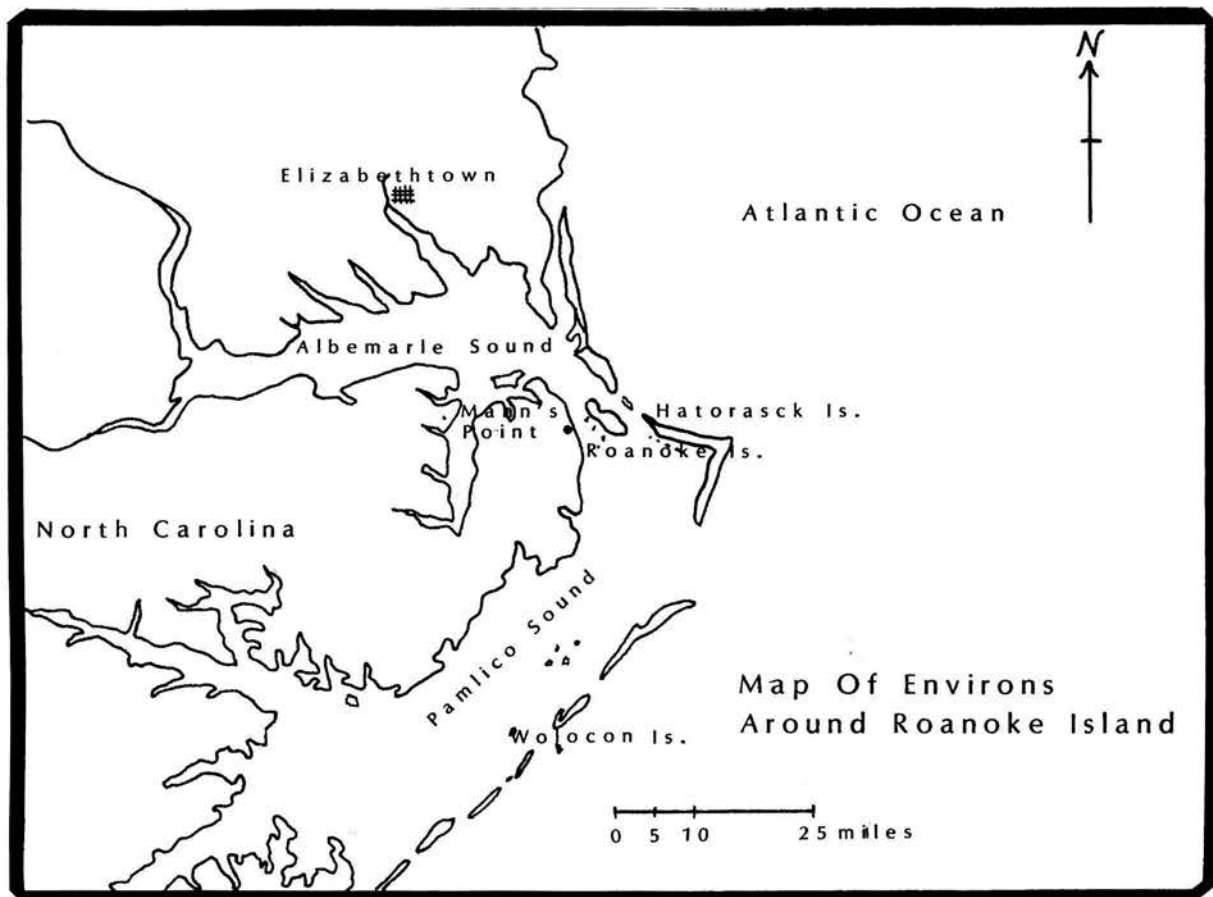
#### **APPENDIX 1: BACKGROUND**

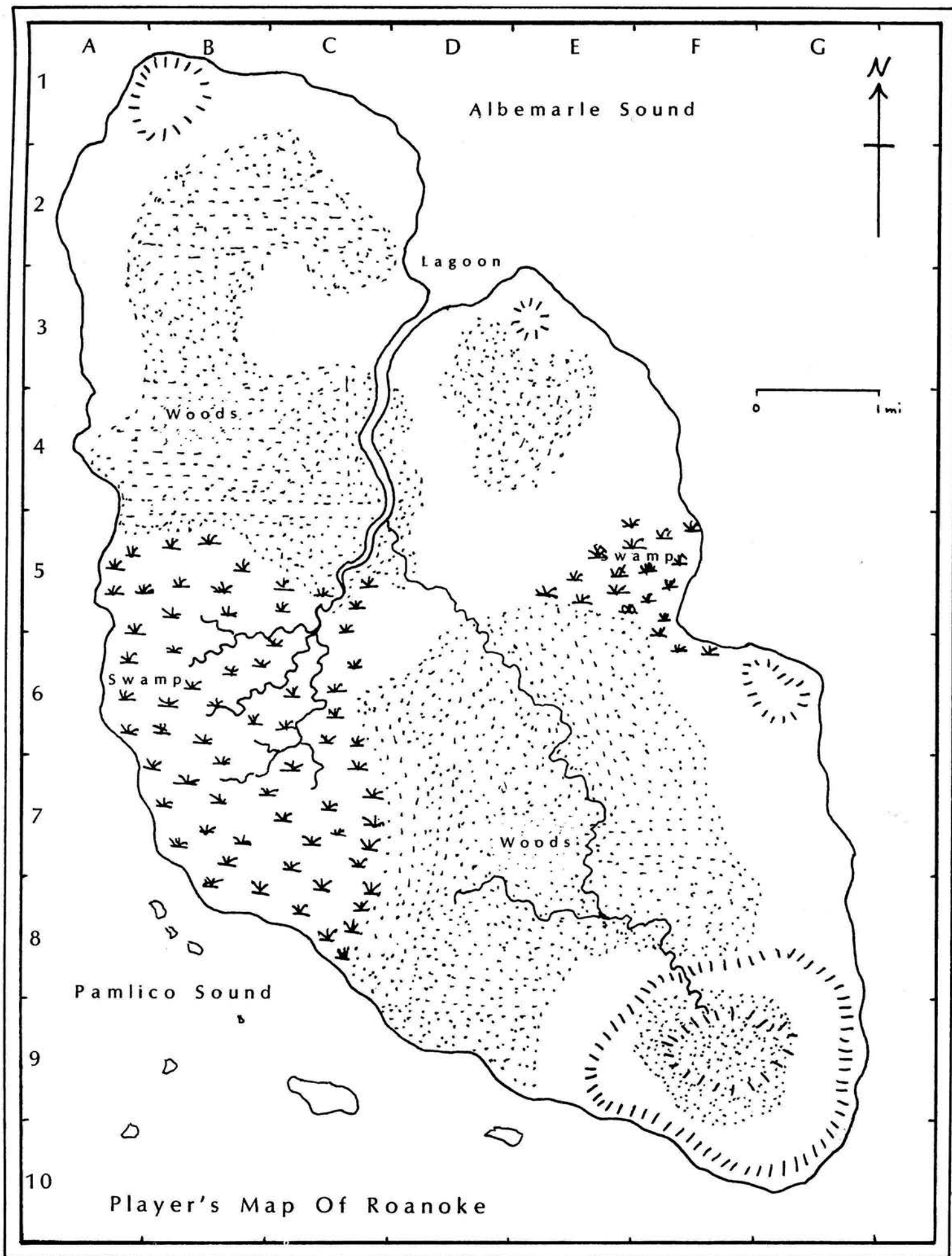
The following information is readily available to players represents the limit of information Sir Andrew is willing to reveal while questioned by the players. the Keeper may photocopy this material for player use.

On March 25, 1581, a patent was issued to Walter Raleigh authorizing him "...to discover, search for, finde out, and view such remote heathen and barbarous lands, countries, and territories not actually possessed by any Christian princes, not inhabited by Christian people, as to him shall seem good..." Promptly, Raleigh dispatched two ships to find a suitable place for a colony - as near to Florida as possible without violating the clause in his charter forbidding him to injure any nation at peace with England. His ships struck the American coast somewhat above Cape Fear and worked northward looking for a harbor. The first inlet they found was through the line of reefs enclosing Pamlico Sound. Landing on one of the sandy islands, they took possession "according to the ceremonies used in such enterprises." They then proceeded to explore the other islands, acquainting themselves with the Indians, who were not only friendly, but gave them a good deal of information about the adjoining mainland. The natives on the island called Roanoke were particularly hospitable. By the middle of September Raleigh's scouts were back in England with two of the natives as exhibits and a report which, on the whole, was favorable.

Apparently Raleigh was satisfied with the place selected. Queen Elizabeth thought so well of it that she named the region Virginia. By spring all the arrangements were complete for sending out the first group of settlers, and on April 9, 1585, they sailed from Plymouth. Seven ships carried the one hundred and seven colonists, all men, together with food, clothing, saws, axes, and other things necessary to build and sustain a permanent settlement. With the colonists went the two natives who had been carried to England the previous autumn. Sir Richard Grenville, Raleigh's cousin, was in command of the expedition until the colonists were landed, which occurred late in June. Ralph Lane, acting under Raleigh's directions, then took over with the title of Governor, whereupon Grenville returned to England to bring more colonists and supplies.

Building rough wooden houses and a temporary fort, the colonists were soon established on Roanoke Island. They began an intensive exploration of the mainland. Their objectives were the discovery of gold or a waterway to the South Sea, as they called the Pacific Ocean. "...for that the







discovery of a good Mine, by the goodness of God, or a passage to the South-sea, or some way to it, and nothings else can bring this Countrey in request to be inhabited by our nation," said Lane, the Governor. Neither Lane nor those who sent him on this quest had any conception of the distances or of the great mountain ranges between the sandy shores of Roanoke Island and the sea to the west.

Their explorations yielded neither a mine nor a water route, but from the Indians they heard of a better place for a colony - on Chesapeake Bay, where there were also pearls.

As the winter and another spring wore along, food ran low. Grenville, who had been expected back with supplies, failed to show up. Lane had shown little sense in dealing with the Indians, and no help was forthcoming from them. The crisis came on June 1, 1586. Rowing across to the Indian town of Dasamonquepeuc with twenty-five of his men, Lane asked the natives to meet him. When they did so, his men shot them down in retaliation for an attack which Lane suspected they were planning against him.

Eight days later, with starvation staring them in the face and the Indians watching their backs for a good place to land an arrow, the colonists sighted "a great fleet of three and twentie sailes" coming up the coast. It could hardly be Grenville, in that strength. It might be the Spanish. Their fears were soon relieved, however, as the ships were English and under the command of Sir Francis Drake.

Sailing up the coast, Drake watched for signs of Raleigh's colony. Now there he was, like Hawkins at Fort Caroling twenty-one years earlier, offering assistance if they wished to stay or transportation if they wished to go home. Lane, in his report to Raleigh, told a "not very convincing story", having first asked for supplies and then, on account of a storm, having reluctantly accepted the offer to be taken home. Another account gives a more accurate version: "...a great storme arose, and drove the most of their fleet from their ankers to Sea, in which ships at that instant were the chieftest of the English Colony: the rest on land perceiving this, hasted to those three sailes which were appointed to be left there; and for feare they should be left

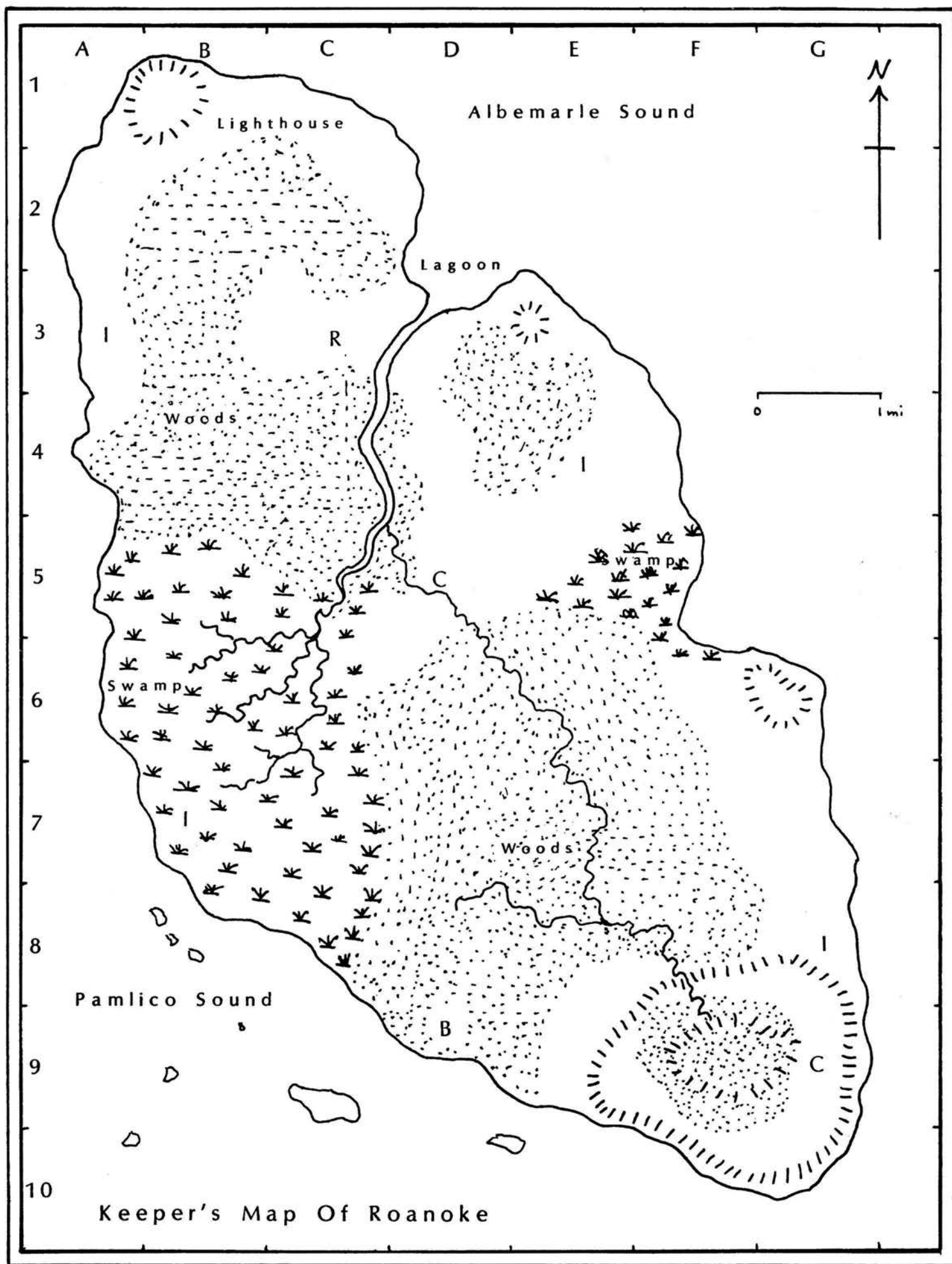
behinde they left all things confusedly, as if they had bene chased from thence by a mighty army; and no doubt so they were; for the hand of God came upon them for the cruelty and outrages committed by some of them against the native inhabitants of the countrey."

Hardly was Drake's fleet well headed for England before a lone ship anchored off the inlet to Roanoke island. It had been sent by Raleigh with supplies for the colony. Finding no colony, it turned back to England. A few days later still another relief expedition was at Roanoke. This was the long overdue Richard Grenville. He found the abandoned huts of the colonists but nothing to tell him that they had returned with Drake. With a view to retaining possession of the region, he left fifteen men on Roanoke Island with supplies sufficient to maintain them for two years. Then he too sailed back to England.

It might seem that Raleigh would have lost a little of his enthusiasm for Virginia, and especially for Roanoke Island, and evidently such was the case. In the year following the return of the Lane colonists he did not personally equip another expedition. Instead, in 1587, he let out the colonizing project to a company made up of individuals willing to risk their capital and persons by going overseas.

There were thirty-two members of this new company known as The City of Raleigh in Virginia. Nineteen of the members were London merchants; they footed the costs. Thirteen members had contracted to go to Virginia and direct the operations of the colony; they ventured their time, abilities and lives. John White, one of the thirteen, was chosen Governor of the colony, which is to say that in the management of the settlement to be established in Virginia he was to be Governor, though as to the management of the company as a whole he might have very little to say. He had been a member of Lane's colony and had taken part in the explorations of 1585-86, when he made numerous water-color views of the Indians, their houses and customs.

The colony sailed from England on April 26, 1587, in three ships. There were about one hundred and twenty-five colonists in all - ninety-some men, seventeen women, nine children and two natives who had piled into the boats with the Lane party the year before and were thus carried off to England.



On July 16 the coast of Virginia was sighted. Six days later they were off Roanoke Island. In an account of the voyage White says that, "according to the charge given us among other directions in writing, under the hand of Sir Walter Raleigh," the ships were to stop at Roanoke only long enough to pick up the fifteen men left there the year before by Grenville. They were then to go on to Chesapeake Bay, where the new colony was to be established. The navigator, however, dumped the colonists ashore at Roanoke, and White seemingly lacked the gumption to insist that Raleigh's directions be carried out.

Instead of being greeted at Roanoke by the fifteen men left there by Grenville, the new colonists found the bones of one and got the rest of the story from the Indians. It appeared that the Indians from the mainland had come across in their canoes, caught the Englishmen off guard and killed two of them. The rest had fled in a small boat to an adjoining island and had later disappeared. The houses that Lane's men had built the year before were still standing. White set his people to work repairing them. In the midst of this activity a blessed event took place - the date August 18. It was a girl and, to quote White, "because the child was the first Christian borne in Virginia, shee was named Virginia." The proud parents were Ananias and Eleanor Dare.

But White had little time in which to beam upon the little Virginia. Simon Ferdinando, the navigator, was going back to England with the ships. Some members of the company had to go along to arrange for supplies. The Governor agreed to go. On August 27, 1587, John White left.

Before the White colony had left England, a vast war fleet was being fitted out in Spain for the conquest of England. With her Drakes, and Raleighs, and other unpleasant people and habits, King Philip of Spain had had all he could stand from his heretic sister-in-law, Elizabeth. The Spanish preparations had become so evident that in the very month in which the White Expedition sailed for Virginia Sir Francis Drake was "singeing the King of Spain's beard" by destroying naval supplies and ships in the Cadiz harbor. The persistent Philip repaired his losses, and in July, 1588, the great Armada bore down on England.

In November, 1587, in the middle of these feverish preparations to meet the impending Spanish invasion, White got back to England. Through Raleigh's influence, he was able to get two ships, load them with supplies and start for Virginia in April, 1588. The hovering screen of the Armada drove him back to the safety of the English forts. Thereafter, until the Armada was disposed of, there was no possible chance of getting either men or ships to carry anything anywhere from England. England needed every ship and every man.

Nor could White get a ship in 1589. The following year he practically hitchhiked a ride with three privateers on a voyage to the West Indies. They agreed to circle up around Roanoke and see how things stood there.

With excruciating slowness the expedition dropped down the coast of Africa, turned west into the trade winds, slipped in among the Leeward Islands, lay in wait for Spanish prizes, chased some and caught some. Finally, on August 15, they dropped anchor at Hatorasek. The larger ships were unable to get over the bar at the inlet and had to stand outside. There was a high wind from the northeast. the sea was heavy. Only after great difficulties and the loss of seven men by drowning did the small boats get White ashore at Roanoke.

As he stepped up the bank, he was confronted by a tree on which "were curiously carved these faire Romane letters C R O." Going on to where the settlement had stood, he found that the houses had been taken down and "the place very strongly enclosed with a high palisade of great trees, with curtains and flankers very Fortlike, and one of the chiefe trees or postes at the right side of the entrance had the bark taken off, a 5 foote from the ground in fayre Capitall letters was graven CRO. The grounde 'twere covered with a most unseemly muck as if a greate churning had taken place." He found where the colonists had buried some chests, later dug up and rifled by the Indians; but he found no trace of the boats, ordnance and other equipment of the colony.

Three years later, in a written account of the expedition, White ended with these words, "Thus committing the reliefe of my discomfortable company the planters in Virginia, to the merciful help of the Almighty, whom I most humbly beseech to



helped and comfort them, according to his most holy will and their good desire, I take my leave."

Two fashionable theories exist to explain what happened:

1) The colony, for reasons unknown, decided to leave Roanoke Island and moved south where the Indians were known to be friendly. However, succeeding expeditions to the New World failed to find any trace of the colonists, and no conclusive proof could be established that the settlers had ever gone there.

2) The colonists abandoned Roanoke Island for reasons unknown and moved northwest into the Chesapeake Bay area. Before they left they told the Indians where they were going. Again, no proof of this theory could be found in the Chesapeake Bay area.

#### **Keeper's Note:**

Roanoke Island had been discovered several years prior to 1558 by English privateers. Drake and Grenville had been harassing Spanish commerce around Florida and the Caribbean. Sweeping up the coast of America they found Roanoke to be a good harbor to revictual their ships. Undoubtedly their relations with the Indians were perfunctory and unsatisfactory towards building a future understanding with them. Strong rumors persist that some treasure captured from the Spanish was left at Roanoke before the first colony was established.

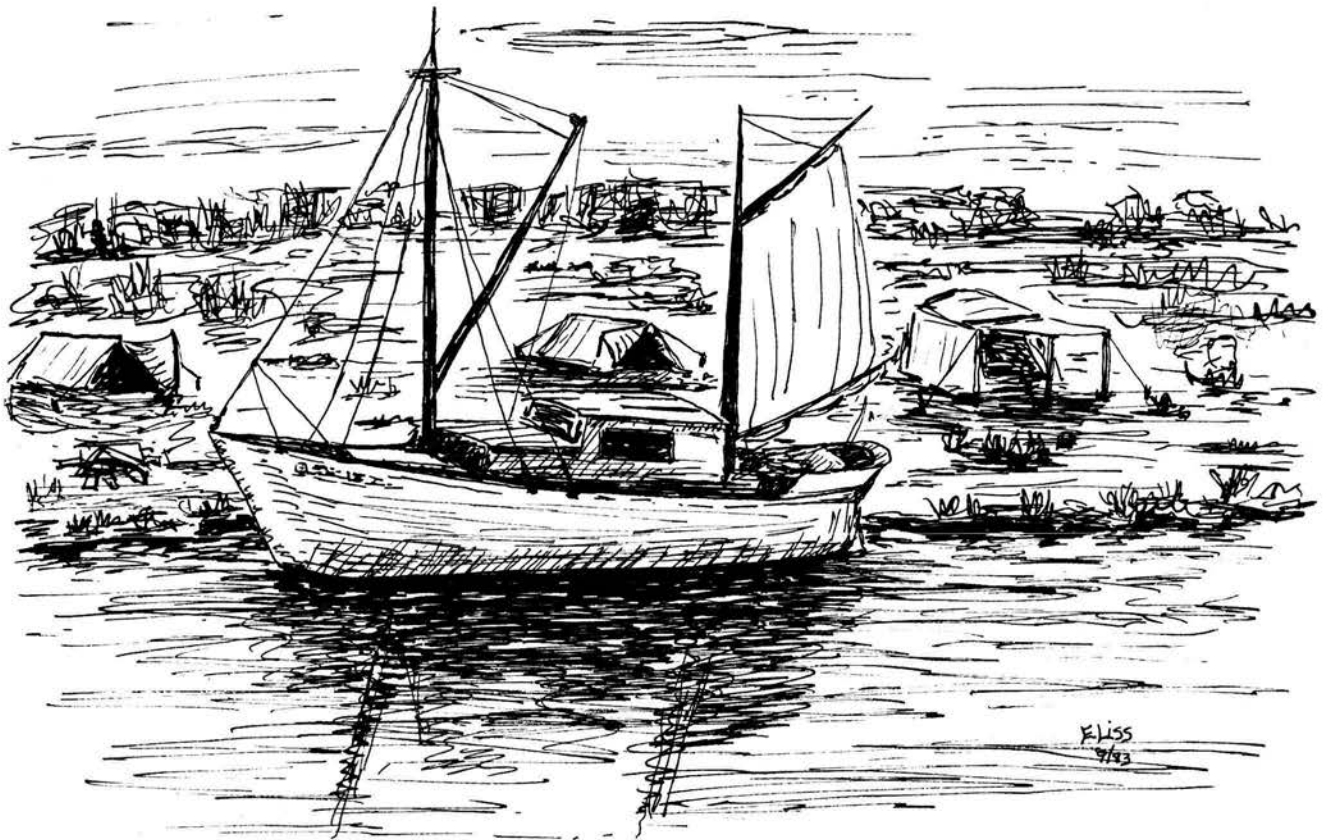
Ralph Lane was a soldier who organized the first colony on a military basis. He maintained harsh discipline, enforced through a provost marshal, on the men whom he commanded on American soil in 1585-86. This enabled him to organize a series of exploring expeditions up the Pamlico, Chowan, and Roanoke rivers, and to the mouth of the Chesapeake as well. Considering their limited equipment, they achieved a great deal, and clarified the topography of a considerable area, while his mapmaker and painter, John White, and his naturalist and scientific observer, Thomas Harriot, collected much accurate information on Indian society and on the fauna, flora, and minerals of the region. In less than a year they had gained an accurate knowledge of American conditions within a limited area.

Even if they did their work of exploration well, they made little attempt to establish a firm social or economic basis for the colony. There were evidently few men with skilled agricultural knowledge among the settlers. The plants and cuttings they had gone to so much trouble to obtain in the West Indies and to keep alive on shipboard, died or withered. The sugar cane did not take root. Their wheat had become musty when the ship struck and sprang a leak, and they had little else to spare for seed. They were clearly too late to plant maize in the Indian manner. It is true, that, in the spring of 1586, they got seed from the Indians to plant maize, enough to see them through another winter, but their competence as farmers does not impress anyone who studies their record. Their whole method of organization was against success; a military force could not grow crops.

They did not make any attempt to appropriate land and allocate it among individuals. Their fort was built near the Indian village of Roanoke, and their houses were probably scattered among the Indian dwellings. The land they sowed in the spring was cleared and allocated for their use by the natives.

It is not surprising, then, that they became largely dependent on Indian society. Among the Indians of this area, there was greater dependence on agriculture than in many parts of North America. Their plots of maize, beans, squash, sunflowers, and tobacco played an important part in their community life. Where the soil was very fertile, cropping could go on for some years, but not indefinitely without manuring. There was little pressure of population, however, and new land could be cleared and villages easily moved if the need arose. Hunting, fishing, and collecting played a large part in their economy also.

In the autumn of 1585, there was no difficulty supplying the colonists with considerable amounts of corn, vegetables, roots, fish, and deer-flesh in return for trinkets and prized metal objects. However, the demands on them became serious over the winter. The Indians would store some corn for the winter, and for seed, but not in such quantities as to provide an appreciable surplus for trade. In the spring and early summer, before new crops were ready, they went short and had to



concentrate on hunting and collecting. It was at this season that they began seriously to resent the English demands for food, accompanied as they probably were with threats and offers of higher prices in copper, which were sufficient to arouse savage cupidity. The result was an attempt to starve out the Roanoke settlement by the concerted effort of several tribes.

The colonists were forced to disperse in order to search for food. When this happened, Pemisapan, chief of the Roanoke Indians, conspired to attack and overwhelm the English. Lane's intelligence was good and he forestalled the attack at the beginning of June by surprising the chief in his village and putting him and the elders of the tribe to death. This cowed the Indians and saved the colony, but it did not establish any modus vivendi between the two societies.

The failure of Lane's colony to support itself turned the Indians into the unwilling hosts of the settlers, but their land was not yet in jeopardy. With the arrival of White's colonists in 1587, determined to appropriate substantial farms to each family, a more serious prospect developed.

It was then that the Indians realized that the white men were a threat to themselves. In a council around July 1589, the remaining elders agreed to invoke the Croatan. One night a sacred medicine bundle was buried in the Roanoke village and the Indians departed. The colonists were mystified by their departure and feared an attack. As time passed and no attack came, their vigilance ceased. The Croatan, however, began to wreak havoc upon the colonists. (See Appendix 4)

When the colony was overwhelmed, a few souls attempted to record the doom as a warning (they were expecting John White to return with supplies). Two managed to carve 3 letters before succumbing to madness.

The myth of the lost colony, of course, lived on in American folklore. Attempts were made from time to time to discover what had happened. Roanoke Island was eventually forgotten until the Civil War.

Because of its location, the island was a strategic point of defense guarding the back door to Norfolk. In 1861 the island was occupied by the Confederacy. In February,

1862, the Union ousted the Confederacy from Roanoke with ease. Curiously, the Union troops, too, soon after departed the isle.

They had fallen under the spell of the Croaton, and like their Confederate predecessors, had become demoralized. Croaton lurks at Roanoke to this day, bound by the medicine bundle. Timeless and unchanging, it knows but one duty: Death to the Invaders from Beyond the Sea! Death to the White Man!

In 1917 the government began construction of a lighthouse on the north end of Roanoke Island. It was completed in early 1918 and occupied in April. Croaton soon exerted its malignant influence on the unfortunate lighthouse keeper. No trace of him was ever found. After a perfunctory investigation, the official verdict was that the man had gone mad. The position of lighthouse keeper is still open, if any wish to apply.

The island remains uninhabited to this day. It is far easier to eke out a living on the adjacent islands and infinitely more so on the mainland. Perhaps a dim echo of the fate that befell the colonists lurks in the minds of the present-day citizens, denied by those questioned, yet haunting.

## **APPENDIX 2: RESEARCH**

During the three month hiatus between the announcement of the dig and the actual start of operations, players can research additional information. They can play in other adventures provided they do not miss classes (remember, these are professors and students) or become involved in extended operations. Classes end by May 15, 1925. The procedure for uncovering additional facts is as follows: Players nominate topics or areas that interest them. The Keeper should scan the list below for that topic and roll the appropriate Library Use. The player is then allowed to nominate another topic and so on until the Library Use roll is not made. This indicates failure to find the desired information, connection, etc., and a waste of one week of research. Topics selected by players but not listed below are treated as failures. The Keeper should thus roll the dice etc., but not reveal anything.

**Topic:** Current Events, Recent History, etc. (Library Use roll)

**Source:** Various Maps and Atlases

No one lives on Roanoke Island currently due to the poor soil and swamps. It is much easier to live on the mainland.

**Topic:** Early History, Privateers, Pre-Colonization (Library Use Roll)

**Source:** LETTERS AND LEGENDS OF SEA RAIDERS, Oxford University Press, 1867

Roanoke Island was used as a base of operations by English privateers in their raids against the Spanish treasure fleets.

**Critical Library Use Roll:** Much of the wealth accumulated by the privateers is believed to be still in Roanoke. No trace was ever found.

**Topic:** Folktales, legends, etc. (Library Use roll)

**Source:** FOLKLORE OF THE EARLY AMERICAS, William and Mary University, 1799

The ghost of little Virginia Dare is believed to haunt the island. She has been seen from time to time by reliable witnesses.

**Critical Library Use Roll:** The appearance of the ghost foretells doom to the viewer.

**Topic:** Indians, Indian languages, etc. (Library Use roll)

**Source:** STUDIES OF EARLY AMERICAN INHABITANTS, New York, 1912

The Indians of Roanoke were a branch of the Powhatans. There were many Indian villages on Roanoke at the time. There are no known Powhatans today. They had many rites and rituals as recorded by early settlers and did not accept passively the settlement of the Chesapeake Bay area by the white man.

**Critical Library Use Roll:** "CRO" is held to be interpreted as a "voice" or "sound" by those that have studied the language. Eli Lily and Glenn Black at the University of Indiana in Bloomington are considered the best living authorities on Indian languages.

**Topic:** Modern History, 19th Century History, etc. (Library Use roll)

**Source:** LETTERS HOME, THE SOLDIERS WRITE, New York, 1903

There are two letters of interest in this volume. Both were written by Joseph Sigel, a young private in the Union Army. The



first, dated February 27, details the Union invasion of Roanoke Island in 1862. Joseph writes,

"It was a darn easy fight, Ma. The Rebels just didn't want to fight back. We cleared them up right quick. I figger the war will be over soon..."

The second, dated in April, states,

"The General (Burnside) had us all pulled off the island. Morale is bad and a bunch of soldiers desert every day now. Darn if I know how they git off the island though..."

**Topic:** Sir Walter Raleigh (Library Use Roll)

**Source:** POLITICS IN ELIZABETHAN ENGLAND, Cambridge, 1884.

Walter Raleigh was often accused of occult practices and sorcery by others envious of his successes. His rapid fall and subsequent execution can be partially attributed to this belief.

Critical Library Use Roll: Raleigh was a close friend of Dr. John Dee, England's premier occultist and advisor to Queen Elizabeth. Dr. Dee was the translator of the Necronomicon into English.

**Keeper's Note:** This is a blind. Most citizens of England were keenly interested in the occult or "hidden" wisdom. Raleigh's link has nothing to do with the strange story of Roanoke.

Much of the information detailed in the Introduction was not known in 1925. It should, therefore, not be included as Player knowledge. It is designed to aid the Keeper while creating the appropriate mood for the adventure.

### APPENDIX 3: DIGGING

Once the players have selected and set up a campsite, they can begin searching for the location of the lost colony. Any character with Archeology skill can search for a site. Each search attempt takes one day. The character nominates a grid position of the island that he or she is searching, i.e. "E6". The Keeper should examine his map to see if a site exists in the area the character is searching. If a site does exist and the Keeper rolls the searcher's Archeology skill or less, the site is found and preliminarily identified (old, recent, etc.). Positive identification can only be obtained by



excavation. A higher roll indicates the site is missed. It may take a long time to discover the colony. A day of bad weather reduces a successful search roll by 30%. Note that the players can find the bootleggers' still via this search (see Appendix 6) procedure.

Once the site of the colony has been located, the players may wish to move their campground. This will take two days. Failure to do so results in all excavating efforts being halved (time lost in transit). Use the tent cutouts to layout the camp.

Archeological technique in the 1920's relies heavily on the pick and shovel approach. The characters will (weather permitting) begin to dig a series of transverse trenches 6 feet deep. Each player digging can excavate 36 square feet a day. Use the trench cutouts to indicate their position relative to the campsite. Professors do not have to dig (that's why they have graduate students!) and will prefer to spend their time identifying artifacts and arguing their significance.

As a rule of thumb, any "rare" item will require a week of study for positive identifications (under the tents).

There are two extraordinary items to be found at the Roanoke site. These are elaborated below.

**The Diary of Jonathan Gray:** This item is found inside a rotted wooden box. Gray was a colonist when John White departed in 1587. He kept a diary recording the events of the colony as he saw them up until his death. If players read the diary refer to the graphic containing the diary entries.

**The Sacred Medicine Bundle:** The characters will unearth a large sealed pot, perhaps a little better in quality than other pots they may have found. The pot has painted representations on the outside consisting of lightning strikes and swamp creatures. If the players break the seal, they will find inside 6 carved sticks wrapped in leather, an iron knife, a white stone, and some dried frog and snake skins. These were all totem items for the Indians of Roanoke. They are the components of the spell Summon Croaton. Carvings on the sticks are inlaid with a red dye. Refer to the graphic detailing the glyphs. A literal translation is: Come Croaton! Destroy the White Men. Kill

them! Sicken them! Drive them beyond the Seal! If they stop you, return again and again until you succeed! Kill the White Men!

Any player specializing in Pre-Columbian history may attempt to translate the carved pictographs. Roll percentage dice. A score lower than the Player's skill allows identification of the glyph as one of the interpretations listed (Roll D4 for which one). A Critical Roll will provide the correct meaning of the glyph. Failure means the glyph remains unknown. The Keeper should control this selection process. It will take at least one week to interpret the glyphs. (No digging by that character.) It is important that the Keeper not inform the Players they have found a Sacred Indian Medicine Bundle. They were very rare and not easily recognizable. If the Players wish to consult with other experts on Indian languages, the two best currently alive are at Indiana University in Bloomington, Indiana. Their names are Glenn Black and Eli Lily. A letter detailing the find will be answered in 6 to 8 weeks. Players will have to post and receive the letter in Elizabethtown.

In order to dismiss the Croaton it is necessary to destroy each item of the bundle. This is easily done but in doing so the Players are probably destroying any evidence for their story. Also their reputations will suffer in the academic world if it is learned they smashed such a rare Indian artifact because they believed in some silly curse.

#### APPENDIX 4: THE CROATON

The Croaton (crow-ah-ton) is a thing from outside the Void. It is invoked through the spell Summon Croaton. It has no size or shape. None have ever seen it. Rather, the Croaton manifests itself as a gibbering voice in the wind, thin and reedy, always, it seems, behind you. Yet, however quickly you turn, you will not see it. The victim becomes enervated and delusive, sinking into paranoid madness. Attempts to sleep merely produces a nightmare-filled restlessness. The Croaton is capable of whispering a different horror to each within its range, calculated to bring maximum disturbance to the victim based on his or her psychological make-up.

August 27 - The Governor, John White left for England today. We all turned out to wish him Godspeed. We all sent messages back to our friends in England urging them to come to this blessed land.

August 29 - The Indians have disappeared off of Roanoke! Tom said he went over to their village this morning but found no one there. I do not like this. They have never done this before. Edward spoke saying that they may have all gone to the mainland for some reason. But would all the tribe go!

September 2 - The Indians have not returned. Last night I had a very bad dream. It seemed my dead mother had come to warn me of some awful doom unless I left my home. It was so real! Mary said she too slept badly last night. There is great unease throughout the colony that the Indians have not returned.

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September 6 - Charles has murdered his wife! During the night he took an axe and cut her neck. He claims not to have done it but we found poor Emily's blood all over his hands and arms. This dreadful event has upset everybody. Emily is to be buried tomorrow God rest her soul. I slept poorly again.

September 11 - Martha and Andrew cannot be found. The Indians still have not returned to Roanoke. Tom visited the other tribes on the isle and told me they are gone too. I seem very tired anymore.

September 13 - The dreams! The dreams I am having! I hardly dare sleep at night. Mary too lies awake. I heard they found Martha and Andrew outside in the woods dead. Who cares? The wind howls so loud at night. Mary thinks she can hear voices in the wind. She is not looking well and I asked Dr. Goodchild to come. I fear for her health.

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September 21 - Thomas has killed his entire family! God preserve us! We have not worked for two days now. Everyone seems so tired. There are many people outside sitting about.

September 26 - Johnathon gave a great shout at dusk as though the Devil were present and ran off into the woods. A great many people followed him.

September 28 - The stars seem wrong at night anymore but I can't be sure. I met my mother in the woods last night. She seemed well.

October 5? - The sounds I hear at night are quite unbearable! Our Lord forbids the taking of our own lives or I would end mine this instant. Mary has disappeared...

October I cannot write very much more so tired from

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no sleep my dreams are so horrible anymore

very few left the wind how

I must go join my many  
she calls me

the whisperer

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The Croaton has power over nature to a limited degree. Swamp-dwelling creatures (frogs, lizards, birds) will obey it. A favorite trick of the Croaton is to reduce its victims to a state of exhaustion and then send a living wave of creatures to devour them. This was the fate of the colonists at Roanoke. However, to activate this power will drain the Croaton for a week. To victims, the effects will be obvious. The "whispers" will cease and sleep will bring rest. Soon, however, its will return.

The investigators will not be able to physically or psychically attack the Croaton. The only way to deal with it is to either flee Roanoke or destroy the Sacred Indian Medicine Bundle (see Appendix 3) which will break the spell binding it to Roanoke. Investigators surviving the ordeal of the Croaton should be awarded 1D6% to their Cthulhu Mythos skill.

**Attacks:** The Croaton will "whisper" to the Players. This will cause a loss of 5 SAN points per week. This will not be noticeable by the Players. Instead they will discover they are losing 1 HP per week due to loss of sleep, careless accidents brought on by fatigue, and general irritability. If, by the end of 8 weeks, the Players have not left the island, the Croaton will employ the following spell:

**Summon Swamp Creatures:** A living wall of creatures is summoned and controlled by this spell. The wall consists of frogs, snakes, lizards, birds, raccoons, etc. It will blindly attack any area designated regardless of losses. The wall cannot be fought but it can be outrun given sufficient warning. A Listen roll in clear weather or a POW roll during a thunderstorm will alert a Player that something is coming. About one minute is all the warning there is. If a Player flees, a Luck roll is required to avoid any damage. Otherwise, 1D3 of hit points is inflicted from birds, falling down, scratches, etc. Players caught by the wave will be devoured in 2D6 rounds. Any encampment, equipment, or supplies will be ruined unless buried. In addition, a layer of mud will cover everything.

After Players have lost 20 points of SAN they will begin having delusions. The Keeper should feel free to introduce fantasies into the minds of the players. "Finding" especially valuable artifacts, "seeing" the

ghost of little Virginia Dare, "meeting" a dead colonist should be interspersed with actual events. The idea is to introduce a large amount of uncertainty into the Players' actions so they are never sure what is real, and what is a nightmare.

Any Player currently suffering from delusions will, if he or she makes a critical Listen roll, hear a faint moaning in the wind, "Croaton, Croaton."

Players suffering from delusions may see strange star patterns at night, find "rare" or "extraordinary" archeological remains, believe their friends are dead, and so on. The Keeper should take special care to present believable delusions to the players, role-playing them to the hilt so that in the end, none know that it was a dream. It is precisely this uncertainty, coupled with the slow descent into madness, that drove the original settlers insane. When any character's sanity reaches zero, he or she suffers a major form of insanity (roll on table) and passes into the hands of the Keeper.

Players may recover SAN by staying off the Island for a week. Five points are regained in this manner. Players staying away from the Island cannot dig, of course, but may investigate other areas (subject to any delusions they may be operating under).

## APPENDIX 5: CHARACTERS

Players may use existing personae of their own or the following pre-generated characters. As this is an archeological expedition, it is essential that some of the characters have the following skill in the 60% level: Archeology, Anthropology, History.

Some sample Characters:

### 1) Dr. George Mitchell

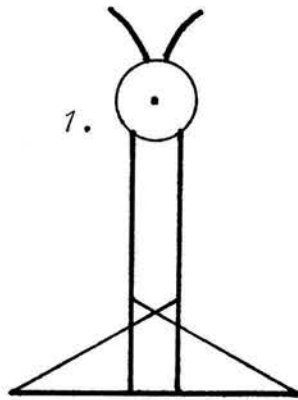
STATS: STR 10 CON 10 SIZ 12 DEX 12  
CHA 8 SAN 60 INT 16 POW 12 EDU 20  
LUCK 60

SKILLS: Archaeology 85 %, Bargain 50%,  
History 50%, Law 25%, Spot Hidden 70%

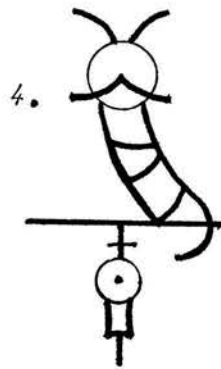
WEAPON SKILLS: Normal

NOTES: Nervous tic on the face, hence the  
nickname "Twitchell".

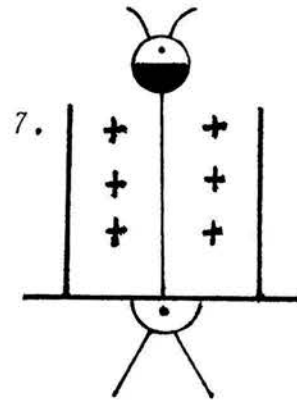
# INDIAN MEDICINE BUNDLE GLYPHS



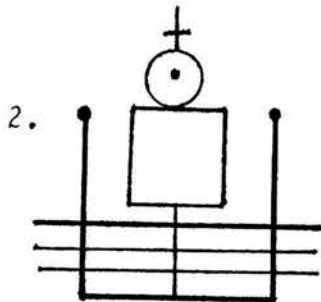
- 1) Arrive Spirit
- 2) Movement
- 3) Come Forth
- 4) Awake Evil!



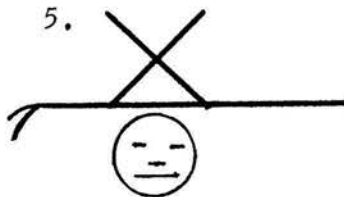
- 1) Sicken them
- 2) Illness
- 3) Health
- 4) Swamp



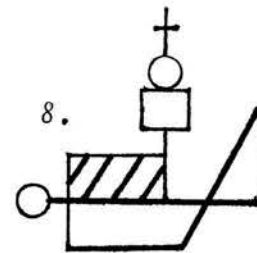
- 1) Halted
- 2) Stopped
- 3) Obstacle
- 4) Wall



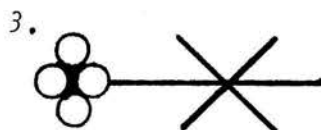
- 1) Destroy White Men,
- 2) Change People
- 3) Shed Skin
- 4) Sailing Ship



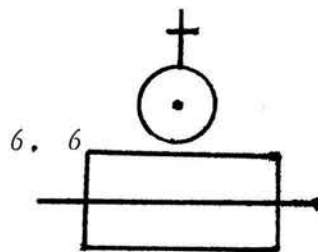
- 1) Drive Away
- 2) Movement
- 3) Push
- 4) Wind



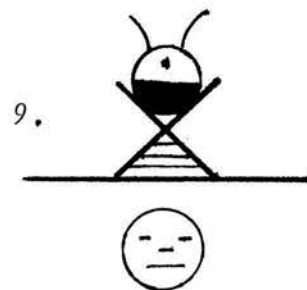
- 1) Return
- 2) Arrive
- 3) Movement
- 4) Season



- 1) Kill them
- 2) Injure them
- 3) Health
- 4) Pain



- 1) Into Sea
- 2) To, From
- 3) From Here
- 4) Migrating



- 1) Death to them
- 2) Hurt
- 3) Pain
- 4) Torment

Correct translation written in Script

### 2)Dr. Alexander Nottingham

STATS: STR 12 CON 8 SIZ 11 DEX 14  
CHA 10 SAN 65 INT 15 POW 13 EDU 18  
LUCK 65

SKILLS: Anthropology 25%, Archeology 60 %,  
Hide 60 %, Move Quietly 30 %, Occult 35%,  
Library 20%

WEAPON SKILLS: Normal

NOTES: Dabbles with dowsing.

### 3)Dr. Edwin Ochiltree

STATS: STR 9 CON 12 SIZ 10 DEX 13  
CHA 14 SAN 45 INT 15 POW 9 EDU 19  
LUCK 45

SKILLS: Astronomy 25%, Anthropology 50%,  
History 80%, Library 50%, Pre-Columbian  
Languages 60%

WEAPON SKILLS: Normal

NOTES: Noted Authority on Early America

### 4)Grant Lewis

STATS: STR 14 CON 14 SIZ 14 DEX 12  
CHA 13 SAN 55 INT 12 POW 11 EDU 17  
LUCK 55

SKILLS: Accountin 40%, Chemistry 50%,  
Mapping 40%, Photography 80%

WEAPON SKILLS: Normal (+1D6 damage)

NOTES: Professional photographer attached  
to Miskatonic University

### 5) Christopher Reed

STATS: STR 16 CON 14 SIZ 16 DEX 10  
CHA 11 SAN 55 INT 15 POW 11 EDU 15  
LUCK 55

SKILLS: Anthropology 50%, Bargain 30%,  
Credit 30%, Psychology 15%, Riding 65%,  
Swim 35%

WEAPON SKILLS: Normal (+1D6 damage)

NOTES: A dilettante at heart, enjoys life

### 6) Tim Sutton

STATS: STR 13 CON 11 SIZ 13 DEX 10  
CHA 12 SAN 70 INT 13 POW 14 EDU 17  
LUCK 70

SKILLS: Archeology 40%, Boating 50%,  
Driving 50%, First Aid 60%, Singing 20%,  
Zoology 15%

WEAPON SKILLS: Normal (+1D6 damage)

NOTES: Sophomore student of Dr. Mitchell.

## APPENDIX 6: BOOTLEGGERS

The people of the area enjoy an occasional nip now and then. The trouble is that Prohibition is in full effect. To fulfill this need, bootleggers have sprung up around Norfolk. One team operates a still on Roanoke, away from prying eyes, yet never long enough for the Croaton to have an

effect. The bootleggers visit Roanoke once a week (determine randomly but never in bad weather) at night. If the players are on high ground or camped on the west seacoast, they will see the lights of the bootleggers if they make a Spot Hidden roll. Tracking the bootleggers is possible but very difficult at night. The bootleggers will always depart in the morning.

Their camp is located in a small clearing (grid D9 "B" on the Keeper's map). There is a still along with bottles, wooden packing cases, and a supply of firewood. If the players surprise the bootleggers, they will attempt to flee back to the boat. If any are captured, they will claim to be fisherman who just happened to stumble onto the site. Players hearing the bootleggers' conversation for any period of time prior to surprising them will know this not to be true.

There is a 25% chance the bootleggers will know they are being followed and will lay an ambush. They will shoot to kill and then flee back to the boat. Failure to do in the players on the first attempt will result in the bootleggers assaulting the camp in 1 to 3 weeks after the initial encounter. If guards are posted, normal chances of surprise exist. Otherwise, the bootleggers are awarded one free attack each. If the players do not attempt to track or interfere with the bootleggers, they will be left alone.

If players capture a bootlegger, he will not admit to being one. A bootlegger knows nothing of the curse. He will consider the players crazy. The local police in Norfolk will take into custody any prisoners the players capture. They will inquire as to the location of the still. A trial (requiring the presence of the players as witnesses) will occur in 1 to 3 weeks taking 1 to 3 days (no digging allowed).

### Bootleggers:

#### 1)Andy

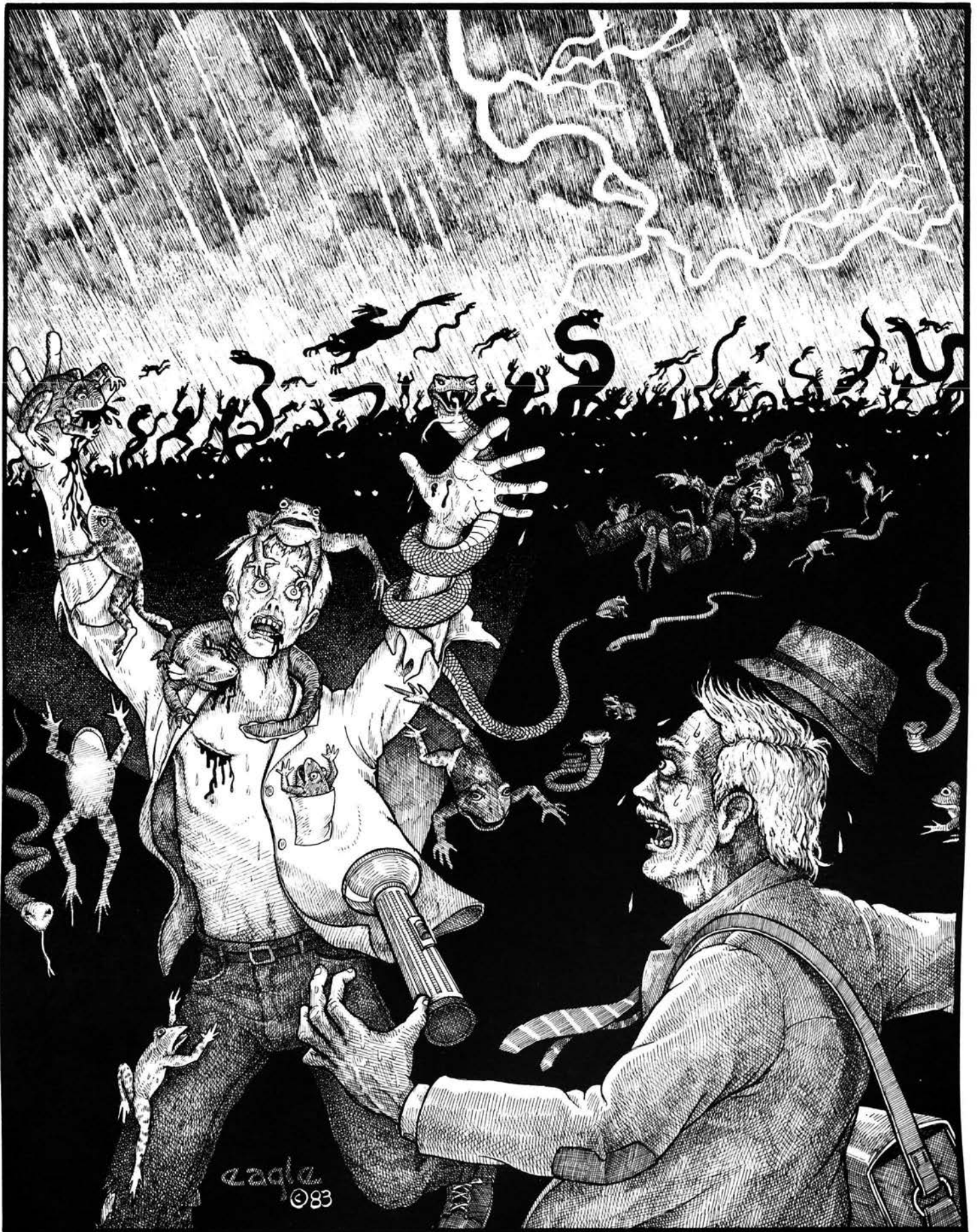
STATS: STR 11 CON 12 SIZ 9 DEX 14  
CHA 12 SAN 60 INT 13 POW 12 EDU 6  
LUCK 60

SKILLS: Chemistry 30%, Fast Talk 85%,  
Treat Poison 25%

WEAPON SKILLS: Fist 50%, Rifle 30 %

NOTES: Leader of the Bootleggers





## 2) George

STATS: STR 16 CON 12 SIZ 15 DEX 8  
CHA 8 SAN 40 INT 12 POW 8 EDU 8  
LUCK 40

SKILLS: Spot Hidden 60%, Move Quietly 55%,  
Camouflage 70%

WEAPON SKILLS: Normal (+1D6 damage)

NOTES: Andy's cousin.

## 3) Jackson

STATS: STR 14 CON 14 SIZ 12 DEX 12  
CHA 14 SAN 70 INT 11 POW 14 EDU 5  
LUCK 70

SKILLS: Chemistry 20%, Boating 60%, Fast  
Talk 45%, Swim 25%

WEAPON SKILLS: Knife 65%, (+1D6 damage)

NOTES: Ex-con, friend of George

## APPENDIX 7: WEATHER

Each day the Keeper should roll for the weather. Roll a six-sided die (1D6). If the number is odd, SUBTRACT the Month Weather Modifier from the die roll. If the number is even, ADD the Month Weather Modifier to the total. Find the new adjusted total on the weather track. That is the weather for today. Any activities that are affected by the weather are resolved. Note that if any player has Meteorology for a skill, he or she will be able to predict the next day's weather. (Keeper should roll die ahead of time.)

**CLEAR** - No effect. Players may undertake any activity.

**HOT** - Heat and humidity combine to make working uncomfortable. Any players digging trenches must roll vs. CON x 5%. A roll exceeding this value means the player has suffered sunstroke, sunburn, etc., for 1HP of damage.

**SEVERE HEAT** - Heat and humidity are unbearable. No work of exploring are possible. Wise heads keep out of the sun.

**RAIN** - Moderate downpour halts all digging and exploring activities. There is a 1% chance of a 6 foot section of trench collapsing somewhere. Visibility poor.

**THUNDERSTORM** - Vivid lightning and thunder with heavy rains bring a complete halt to all activities. There is a 10% chance of a 6 foot section of trench collapsing. Visibility is extremely poor.

## APPENDIX 8

Players may or may not be surprised to see a lighthouse at the north end of the island. If they go to investigate it they will discover it to be about 80 feet high and made of stone. It appears to be less than a dozen years old. The entrance has been boarded up. The lighthouse seems to be abandoned. Any Player with a background in government will know this to be most unusual: lighthouses are expensive and most governments go to great lengths to see they are operative.

If the Players break into the lighthouse, they will discover that it is hollow inside with a circular wooden staircase extending up about 60 feet. At the top of the stairs is a trap door. Through the trap door is a 15 foot high room with the brass workings of a carbide light, enclosed by glass panes (one is broken and boarded up with wood). There is no sign of current occupancy.

If the Players investigate the history of the lighthouse, they must travel to Elizabethtown (roll Fast Talk to search archives) or talk with state officials on the subject. Conversation with officials will reveal the following:

1) The lighthouse was constructed in the summer and fall of 1917 to serve as an aid to navigation and defense.

2) An experienced lighthouse keeper, Jim Henders, was appointed to the position on January 1, 1918.

3) In late April and early May, passing ships reported that the lighthouse was not working and did not respond to hailing lights.

4) A state inquiry into the mystery revealed that the lighthouse keeper had abandoned the lighthouse without notifying authorities or family.

5) The position is currently open. No one seems to want it.

In addition, if the Players search the archives of the Elizabethtown News for articles, they will find out all of the above, and if they make a Library Use Roll, the following article:

### SABOTEURS WRECK LIGHTHOUSE!

It was revealed today that the keeper of the Roanoke lighthouse had disappeared after apparently vandalizing the lighthouse. Two concerned citizens, William and Jonathan Davis, reported they rowed out to the island when passing ships reported the lighthouse was not working.

"We thought he was sick or something, so we just went out to check up on him. Found the place empty with the most God-awful muck all over the place. The door had been ripped from the hinges. My brother Bill thought the place had been hit by a hurricane. We didn't see no sign of Jim (the lighthouse keeper, James Henders) abouts so we came back."

The lighthouse had just been completed this year and was expected to be a significant aid to navigation. The perpetrators of this crime should be apprehended and punished. This reporter dismisses the theory that Jim Henders went a little crazy. This is probably the work of German saboteurs. Citizens should be alert to suspicious foreigners!

### APPENDIX 9: EQUIPMENT

#### List of Equipment:

All the gear listed below will be paid for by the University. any personal equipment must be acquired and paid for by the player.

Cheap Trunk/one per player  
Water Container/one per player  
Camp Stove  
Cooking Kit  
Camp Cot/one per player  
Kerosene Lantern/one per player  
Tents  
16' x 20' Tarpaulin  
6x Binoculars  
Camera  
Photolab Equipment  
Battery Spot Light  
100' Rope  
Shovels  
Axes  
Picks  
Excavating Tools  
Food Allowance (money)  
Boat Transportation Fare (money)

### APPENDIX 10: DIGGING TABLES

Use the below tables to develop what the players find at the various sites. The sites are marked on the Keeper's map of Roanoke according to the following key.

I: Indian Village  
C: Civil War Campsite  
R: Site of Roanoke Colony  
B: Bootlegger's Campsite

Roanoke and the Indian villages are all old sites and the Civil War campsites are recent. The Bootlegger's camp is fresh to an archeologist's eye. The following tables are presented to help the Keeper develop what is found from day to day at any given site.

#### Indian Sites:

##### Type of Find Table:

01 - 60	Common
61 - 95	Rare
96 - 00	Extraordinary

##### Common Objects:

Fishbone Comb	Beads
Arrowheads	Shells
Pot Shards	Agricultural Implements
Stone Axe	Clay Figures of Animals
Stone Scrapers	Grinding Stones
Animal Bones	
Fishhooks	

##### Rare Objects:

Metal Tools (from the colonists)  
Exceptionally Fine Beadwork  
Clay Pipe  
Decorated Unbroken Pot  
Burial Ground (various corpses at site)  
Sacred Object (obvious to all)

##### Extraordinary Objects:

Preserved Architecture  
Body of a Dead Chief

#### Civil War Sites

##### Type of Find Table:

01 - 60	Common
60 - 90	Rare
91 - 00	Extraordinary



## Common Objects:

Ammo Boxes  
Bullets and Bullet Molds  
Tools  
Old Shoes  
Tents  
Bayonets  
Clothing Remains  
Animal Bones  
Horseshoes  
Buttons  
Cooking Utensils  
Hat Insignia  
Haversack  
Rusted Weapons  
Coins

## Rare Objects:

Well Preserved Musket  
Papers With Orders  
Field Glasses  
Camp Furniture  
General's Tent and Equipment

## Extraordinary Items:

Soldiers' Letters  
Artillery Piece  
Engraved Sword of Honor

## Roanoke Colony Site

### Type of Find Table:

01 - 75	Common
76 - 90	Rare
91 - 95	Very Rare
96 - 98	White's Diary
99 - 00	The Medicine Bundle

### Common Items:

Buttons  
Agricultural Implements  
Metal Tools  
Nails  
Cooking Utensils  
Rotted Wood Chests  
Broken Glass  
Rusted Musket Barrel  
Animal Bones  
Rotted Cloth  
Belt Buckles  
Remains of Palisade  
Axes  
Human Bones (all gnawed at)

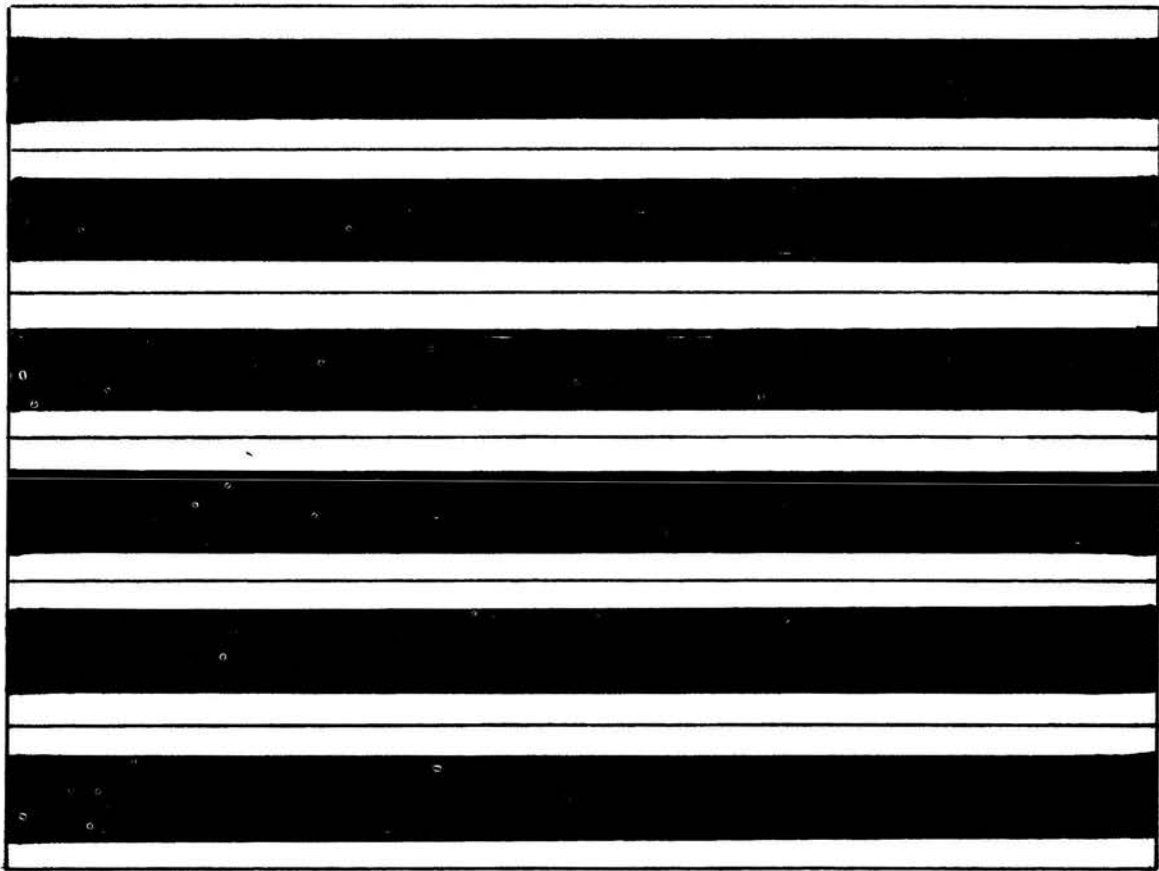
### Rare Items:

Well Preserved Tools  
Family Bible  
House Skeleton  
Clay Pipes  
Clothing  
Needles  
Spinning Wheel

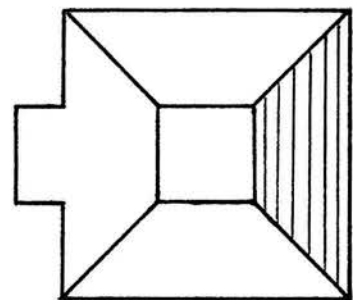
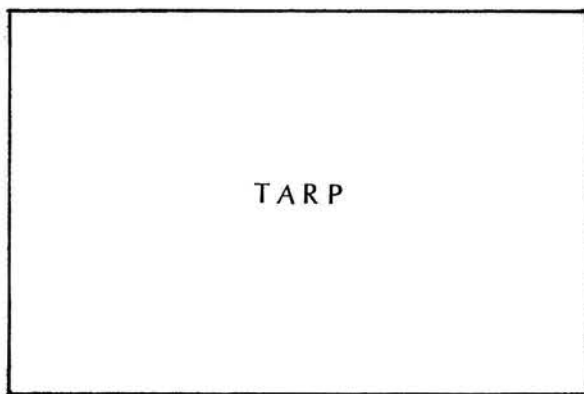
### Very Rare Items:

Complete House Interior  
Papers and/or Art Of The Period



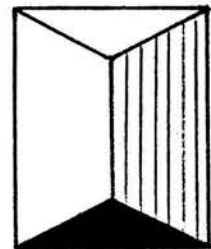
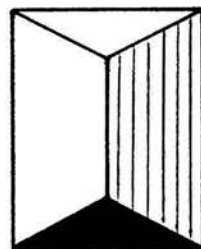
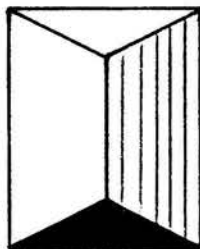
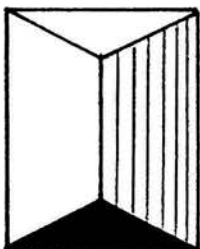


TRENCHES



PHOTOLAB TENT

TENTS



CAMP CUTOUTS