

# The Voyage

*A Call of Cthulhu Scenario for Dominicon 2005*

## **Background:**

Lusitania: English Passenger ship ran from New York to Liverpool. Sank on May 1st 1915 by a U-boat shortly after Germany declared the waters around England a war zone with no safe passage for Neutral ships. America was neutral in the war at the time but had secretly been providing arms and provisions on board the Lusitania. Many of the characters encountered in this scenario are actual people who were on board the Lusitania. Captain William Turner, Charles Froman the theatre producer, Arthur Vanderbilt (Horse breeder) and Theodot Pope (Architect/Medium). There really were German spies on board too and they were captured on board.

## **Introduction:**

Hello fellow keepers. Thanks for volunteering to run this scenario (you did volunteer didn't you?). Here's a quick breakdown of what you are looking at doing for the 3-odd hours you'll be playing this. It's a story about the sinking of the Lusitania. Except it isn't really, the scenario is intended to keep the players on their toes and suspicious of each other's motives and most of the things that happen could be considered red herrings. The players all have backgrounds that lend themselves to the players sneaking about and hiding their truths from the others. These backgrounds are explored on the character sheets and in the scenario itself so I won't go on about it here. I would like to point out that they are the *most* important part of the scenario. Without them you could blaze through the main plot in half an hour. Probably. To facilitate the suspicion I have provided a set of notes to be handed out at appropriate points so that the players will have a suspicion about each other. At the same time it *is* polite society and the players are unlikely to shun each other or openly question their motives. Encourage an uncomfortable alliance....

As for the plot itself, it's pretty simple: the piano player on board (William Hamilton) is a cultist of sorts, he is a man desperate for success in his music. In his search for that piece of music that will make him famous he has come across the diaries & hence music of Erich Zahn (For those who don't know Zahn was a musician from a Lovecraft story who was inhumanly good. So much so the Outer Gods tormented him and made him play for them. One day he just vanished, presumably taken to play forever for Azathoth or something). On the course of the journey he will experiment with Zahn's music causing strange happenings on the ship. At first only minor odd effects but becoming more and more otherworldly until he eventually masters the piece Zahn named "Die Verrücktheit" ('the madness'), this piece contains the Call Azathoth spell. At which point all hell breaks loose and the players seem doomed but for the timely intervention of a certain U-boat that gives them a second chance.

## **Characters:**

### **Jack Lee (aka Jessica Baker) : "Hounded Runaway"**

Young girl who is running off to Europe to be with her love whom her father despises. She is pursued by agents of her father and has taken to disguising herself as a teenage boy named Jack in order to avoid detection. Her silence may pique the curiosity of others.

### **Fr. Alex Gray : " Curious Priest"**

A priest who has decided to go and join others of his order in aiding those suffering on the front lines in France. He has been working in New York helping deprived children schooling them and teaching them boxing ( his prowess may seem odd to the other players but he is just naturally gifted). He also has an insatiable curiosity about things and may be seen to ask too many questions by the others.

### **Louis Shepard: "Fallen Dilettante"**

A fallen dilettante running from the shame he has brought his family. Too much time and money has led Louis to become a heroin addict his family have disowned him and hide his secret. He will try to maintain appearances on board but his addiction must also be satisfied, his behavior may seem strange to the others. If he were to lose the small cache of heroin he has brought with him he would quite quickly start having withdrawal symptoms and become moody and sickly.

### **Marcus Cantwell: "Naive Idealist"**

Marcus is passionate about the war effort back home and has boarded the Lusitania to join the army. He feels that America's neutral stance is unacceptable and his patience for the Americans grows thin. He is too polite to say anything to those who refer to the war in an offhand way but he will excuse himself and be in foul humour afterwards.

### **Phillipe Laussonne (aka Karl Schafer) "German Spy"**

Karl is posing as a Belgian chef travelling to work in England so he can be closer to home and hear from his family in Belgium. Phillippe is really returning from information gathering in the US and forging alliances in Mexico. He and his companions are returning home to report their findings and receive new assignments. They are also to determine if the Lusitania is carrying arms and bring evidence back. Phillippe however is not clued into the real mission which is to contact Germany if these arms are found so the Lusitania can be sunk. Command knows that Phillippe would not be comfortable with so many innocent lives lost and therefore have left the true mission with Phillippe's commander.

### **Sean O'Connor "Getaway Driver"**

Sean is returning home to Ireland. He had been living in America and had fallen upon hard times. Desperate and facing poverty he accepted a job driving for some rather suspicious characters. After a couple of jobs asking no questions and keeping his head down he realised these men were mafia. He decided to get out, however before he could slip away he was roped into driving for a bank job, it all went wrong and the cops intervened. Sean ran and booked passage on the Lusitania. He is in constant fear that the mafia or the cops are hunting for him. In reality he was not important enough for the cops

to follow up on and the mafia he worked for were apprehended after the bank job.

### **Scene 1 : Day 1: Introductions**

The game begins some time later in the day having left New York. The investigators have yet to get to know one another and this gives a chance to forge some kind of connection. As they are all exploring the ship getting accustomed to the feel of their home for the next 7 days there is something happening: The apprehension of the German spies and the investigators all happen to see some aspect of this.

What has happened is that the cover of the two senior spies has been blown and the ships master at arms and some of his men are checking the travel papers of the passengers on orders from the american government.

The first two pcs (of your choosing except Philipe) will be in their cabins ( all the p.cs have cabins on the same corridor) . Two crewmen are going door to door checking travel papers. If asked why they are doing so they will respond that they suspect there may be stowaways on board and are checking all papers to ensure everyone is a valid passenger. If asked further questions they have no prepared answers and will make things up as best they can, It may become apparent that they are not telling the entire truth but they will not be pressed on the matter. Allow a little time for the p.cs to discuss this after the crewmen move onto the next two doors, if they wish then cut to....

The next pair of pcs will be on deck watching the sea go by or strolling on the main(lower) deck when they may notice two well dressed men leaning over the top deck railing above them the men seem to be deliberately avoiding looking at each other but a spot hidden check will determine that they are in fact conversing very subtly.. moments later the two men will be approached by The master at arms and asked for papers. There is some discussion but it is difficult to make out from where the p.cs are. They can make Listen checks. Success will result in overhearing some of the following broken snippets.

"forged papers"

"telegram from police commissioner"

"to be detained until port in england"

"dealt with by authorities there"

"you will follow us."

The men all leave together the master at arms walking ahead and the spies following with a crewman beside each. Again the pcs may decide to interact a little here. Give them a little time then cut to...

The final pair of p.c s one of which will be Phillipe in a corridor on a ship. Phillipe is heading one direction and the other pc is coming the other way, perhaps heading to their rooms, the bar, the library it doesn't matter. What does happen is as the p.c are approaching and about to say their "how do you dos" to one another the Master at arms, his men and the captives arrive down a stair case between them and turns to walk past phillipe (Pass phillipe *note 1* at this point, and the other Pc *note 2*.) If asked any questions the Master at arms will be all business and will simply state that these men are

being taken to the captain to discuss a matter of some privacy and that he would appreciate it if they could be about their business, Excuse me.

The men are of course not being taken to the captain but are instead being taken to the brig where they are to remain for the rest of the journey, at least that is the intention... again allow Phillippe and the other p.c to interact if they wish... then announce. "Later. At Dinner"

### **Scene 2 :Day 1 : At dinner.**

The Lusitania has a very large dining hall for first and second class passengers. (the p.cs are all second class.. it allows more anonymity). The hall is divided by a huge purple velvet curtain separating the busier second class area from the more spacious first class section. The investigators (because all of their cabins are on the same stretch of corridor) find themselves seated at the same table, beside the entrance to the kitchen. The waiting staff file through this door and go to the first class area before coming back to feed the rest. If they wish they can see through to the first class area but the waiting staff will not allow them access. Politely asking if they can be assisted, but firmly directing them back to their table. The first class area has large tables adorned with centrepieces and all the finerys, a pianoman plays pleasant music[**this is William Hamilton, be careful not to draw attention to him too early in the game (see his notes )**] in the background and the Captains table can be seen. A Know check will note that the man sitting in the Captains place is not the captain himself but the staff captain. Captain Turner never dines with the passengers, he finds there company aggravating, but the p.cs do not know that and they might find it odd)

Try and get a bit of banter going between the players, they will likely want to know who each other are and a few of them have seen each other, if not spoken, earlier and have some kind of connection. They may wish to talk about the odd goings on earlier. Let them stew.

A couple of things can happen in this scene.

1. The players overhear a group of Irish nurses (Aoife, Deirde, Alison and Fiona) at the next table who are oohing and ahing over a newspaper. If they get talking to them they will discover the paper is today's New York Times. What the girls are in a tizzy over is an advert which has an advert with the Lusitania timetable and on the same page a notice from the German Embassy indicating that neutral ships at sea near England are no longer to be given safe passage due to the state of war between England and Germany and advising people not to travel on ships that attempt a crossing.

2. Pass "Jack" the Note marked **note 3**. Then announce a large square-jawed man with dark hair and thick moustache opens the curtains and stands looking at all the second class tables. This man is Lucas Wolfe he is a former policeman and an agent of "Jack"s father. He is on board the ship looking for Jessica he is persistent and will turn up at the most inconvenient times, for the time being he has no idea she might be in disguise.

3. William Hamilton will begin to play a composition of his own based on notes from Erich Zahns diary. What Hamilton does not know is that this tune contains a spell which will kill flowers and create an unusual stench. It will also turn all of the desserts at the meal sour.. fruit becomes rotten, cream sours etc. This will cause quite a commotion and the waiting staff will rush to clear the plates of the diners apologising profusely as they do.. If the p.cs succeed at a listen roll they will here the Chef shouting in French. Phillipe speaks french and can translate. He is giving out that that food was all fresh not 5 minutes ago and that it must have been sabotaged.. Phillipe can also tell using his culinary skills that the food is in fact really rotten and does not know of any ways of rotting something so fast. The guests will be offered fresh deserts as soon as they can be prepared or complementary drinks in the bar.

After these events give the players a chance to mingle with some of the other guests.

### **Scene 3 : Day 1: Nightmares at sea 1 :**

As Hamilton practices his music.. ( he has a violin in his room) he causes strange things to happen in on the ship. In particular when he plays portions of the dreamlands overlap with the ship allowing entities to cross into the ship. The net effect is that you get to play any tricks you like on the players. Doors open by themselves, Items go missing, strange chills pass over the players. flitting shapes at windows, mysterious footsteps are heard be creative. But the pacing of this is important, at first only explainable things should happen then as the journey progresses and Harrison's music becomes more potent. mostly these things happen at night but feel free to throw them in during the day if you feel things need an injection of excitement.

The first night there is one important thing that happens: Louis' Heroin vanishes. Give him *note 4*. If he is smart he may be able to get something to keep him going from the Ships doctor, but let the player work that out for himself. It shouldn't be too easy..

### **Scene 4: Day 2 : Rough waters.**

For the second day there are only two events scripted to happen one is the storm that hits.. as the day progresses the weather becomes gradually worse until cabin crew are on deck ushering passengers inside until the storm abates. Shortly after this any p.cs still within sight of deck will spot a young girl with long black curls dressed in a red petticoat crouched against a storage box out on deck. If a rescue is attempted the child will not make it easy, running away in apparent terror. Harsh winds and wet decks will make it a very dangerous attempt. And when it seems the rescue is about to be a success. The girl will flee and not be seen again. She is in fact a kind of will 'o the wisp enticing the unlucky investigators to their doom. In the aftermath the p.cs will no doubt inform the crew of this girl who has possibly gone overboard. At first they will be extremely helpful, but it will quickly become apparent that no girl matching that description was on board the ship in the first place. A first black mark for the p.cs...

The second event is for one or all of the p.cs be invited to the first class lounge. There are a number of characters who could facilitate this, Arthur Vanderbilt the boisterous rich horse breeder, on a trip to england to do some business may take to one of

the characters or perhaps a friend of Louis' father sees him and wants to hear all about what's happening, and where he's been the last while, much to Louis' discomfort. In the lounge eventually talk will turn to the risk of a U-boat attack. Opinion will be divided. Most think it is an empty threat. Others think that the threat is real, but of these many think the Lusitania is safe. In particular Vanderbilt has been talking to staff captain Anderson and is sure of the Lusitania's capability to outrun any U-boat at sea. Frohman will argue that the Lusitania is only running on three engines for reasons of economy so it's not as fast as usual.. the conversation will go on. No doubt Marcus will want to pitch in...

At dinner the p.c.s may notice a couple at another table seeming to have an argument and storming off. This is Johnny and Lou-anne, another red herring.. see the notes in the NPC section.

### **Scene 5: Day 2 : Nightmares at sea 2.**

That night, further strange occurrences of your choosing, as once again Hamilton practices his art...

### **Scene 6: Day 3: Bloodsea**

By this morning Louis is very sickly indeed and misses breakfast. The other players will probably be concerned about his health and when confronted he should be irritable and unhelpful. At breakfast Johnny and Lou-anne will be cooing at each other lovingly over breakfast a stark contrast to the night before. And they will yo-yo back and forth in this way throughout the rest of the scenario. The players may choose to share some of their experiences of the previous night. Maybe they even approach the staff on board. The reaction of Staff Captain Anderson (Captain Turner is still elusive unless the p.c.s are extremely determined) and of his fellow crewmen will be one of politeness but ultimately disregard of anything suggested to be of a supernatural nature.

After breakfast any players on deck will notice a bunch of crew men around one of the lifeboats. It soon becomes apparent that that it is being lowered and a number of the crew get in and are winched down by the remaining two. If the p.c.s eavesdrop, one of the officers can be heard to say "Alright lads that's good enough.. reset." he then walks off as the crew go about the business of putting the lifeboat back in its mooring. This is simply a lifeboat drill ordered by the captain. There is no sinister reason behind it the captain just thought it would be a good idea, but again let the p.c.s work this out for themselves.

Later, before dinner give one of the P.C.s on deck at some point a spot check, if he succeeds pass him *note 5* he spots a large black object(it is a U-boat) submerging beneath the waves some distance away. If he fails wait a while then repeat the process with the other p.c.s until one succeeds..

At dinner that day Lucas Wolfe can be seen going from table to table in the second class area discussing something with each table then moving on. When he eventually gets to the investigators table. He stands behind "Jack" and says something

along the lines of "Excuse me gentlemen, I wonder if you might help me. I'm trying to find this young lady" He holds out a photograph of Jessica in a beautiful dress and all made up, smiling. "I believe she may be travelling on this boat". If asked why he is searching for her he will simply state that he is in the employ of her father and has been hired to find her. Really let " Jack" sweat this one out. But unless he is given information he will simply move on to the next table.

At some point after dinner the boat will creak and shudder suddenly and there is quite a commotion. The boat has become mired in red seaweed which has mysteriously appeared for miles around. In the dark of evening it will appear that the sea has turned blood red. Staff captain anderson will announce to the passengers the situation and assures them that the crew are doing all they can to resolve the trouble.

Anyone who thinks to go to the library to investigate about the red seaweed will find that it is extremely unusually to find it in this part of the ocean and that it is not common to find such a large amount of it anywhere. There is also a chance they will come across the copied page of the "Massay di requiem par shuggay" that Harrison has accidentally left in the library when returning another book. See the note on it in the Library section of the places of interest section at the end.

The boat does not move that evening, but in the middle of the night the seaweed suddenly recedes and the ship is underway again...

This night hamilton does not play and the players get a decent nights rest. Hamilton is too busy studying translating the piece called "Die Verrücktheit", he will begin to learn to play it the next night, then things start getting *really* weird.

#### **Scene 7: Day 4:**

By day four the investigators should be following up a couple of the red herrings. Really play them up. make everything as suspicious as possible. Louis should be in the doldrums as well unless he has managed to procure something to tide him over his withdrawal. He'll probably turn to drinking himself into a stupor, whatever he does plague him with strange noises, tingling sensations other phenomena that could be put down to his condition but he just can't be sure.

Johnny and lou-anne are fighting again over breakfast.. She gets up and storms out back to their room. Johnny leaves shortly after and walks around the deck a few times deep in his own thoughts.

Wolfe, having decided that his quarry is keeping a low profile and probably has someone helping her has taken it upon himself to breaking into the rooms of anyone he thinks is acting suspiciously around him. He will seem ever present, especially to 'Jack'.

#### **Scene 8: Day 5: The Seance**

That morning a sign will hang outside the dining room at breakfast as follows;

"Those of an open mind are invited to join the respected spiritualist  
Theodot Pope for a seance at 9.00 tonight in the Library"

After breakfast one of the investigators will again see the dark shape in the water ,  
It seems to sink out of sight leaving them wondering if they ever saw it at all.

If the players decide to go to the séance that night then they will meet Theodote  
pope, see her note.

The séance is pretty banal up to a point, some of the Irish nurses are in attendance  
and They giggle nervously and ask to speak to family members and such. And Theodot  
obliges, she is not a fraud and can actually speak with the spirits of those who have died.  
For the most part theodot herself relays the messages from the dead in her calm  
Motherly tones.

Midway through one of her contacts however she straightens up in her chair  
suddenly and her face contorts, she speaks german in a deep ragged voice. "Ich.. namen...  
Zahn" her face contorts again. The Table shakes lights go out. The room becomes  
extremely cold. The girls scream.

Then as suddenly as it began everything settles and Theodot is back to herself  
again. Her eyelids flutter open and she sighs saying she is quite tired now and will have to  
Retire for the night. She has no recollection of speaking german or any of the events of  
the last few minutes. Some of the attendees say things like "wasn't that fun" and "isn't  
she a good performer". Others are more shaken by the experience and swear to never take  
part in such an awful thing again.

Erich Zahn has attempted to communicate with the attendees through Theodot but  
the strain was too much and he could not do more than say his own name. If the  
investigators want Theodot to contact him directly she will take some convincing that it  
even happened, and certainly will not be fit to do so until tomorrow night..

That night there is an awful Howl that wakes everybody. Anyone getting up to  
investigate will find several others nervously peering out of their cabins looking puzzled  
and slightly worried and offering varying wild explanations for what it was.

"Sounded like a damned wild animal.." "probably a whale had a brush with the  
propellers or something". eventually a crewman will come down to re-assure everyone  
that there is no danger, and no they are not sure exactly what that was but it seems to have  
passed.

The sound was made by a minor servitor of Azathoth who manifested in the hold  
and made its way as far as the brig where it killed the gaurd on duty and co-incidentally  
offering the german spies a chance to escape. The spies did not see the thing but the  
guards scream and collapse woke them, when the looked out their cell door the gaurd was  
close enough for them to retrieve the key and free themselves.



Late that night They make their way to Phillip's room, (pass him *note 6*) where they plan to hide until the search for them has quietened enough for them to complete their real mission.

A violin plays that night and uneasy tune. Alien arrangements, notes that should be jarring and yet somehow flow together in a vaguely hypnotic fashion.

### **Scene 9: Day 6:**

A distinct air of unease has settled over the ship. The corridors seem darker than usual and a light fog has settled adding an eerie isolated feel to walking on deck. In playtest I had one of the players wake up on deck with no recollection of how he had gotten there... Play up the strange noises and creaks of the boat. Have a shadowy figure trail the players but when they try to confront him he vanishes. This is Zahn trying to contact them again.. There are rumours amongst some of the crew that the Naval escort that usually meets the Lusitania has not turned up on schedule.

There is an increased number of crewmen walking the decks and in the corridors of the ship. Again door to door checks are done under flimsy pretenses. Philippe should sweat it out as he tries to hide the Germans, but it should be possible. The sailors will check the rooms in a cursory fashion, anyone determined to hide as the spies should have a good chance of avoiding notice.

Anyone who has been acting in a suspicious manner will find themselves discreetly tailed by a sailor trying to find the Germans. That evening the Germans will leave the cabin, ordering Philippe to keep his friends distracted. They suggest taking them to the ship's concert. They will check the hold for weapons. They do not return.

At the concert the violinist may catch the attention of the players, after the sounds of the night before. Make him look a little unusual. and he will play a solo piece that is very good and quite hypnotic but it is unlike the music of the night before. The rest of the concert passes uneventfully. The captain does make an appearance at the concert, if the players are suspicious of him they might take the opportunity to interview him. See his notes.

If any PC tries to find some time alone they will hear a voice humming a tune gently... If they investigate they will find one of the German spies wild eyed crouched in a corner incapable of speech but humming this tune over and over again.. If he notices them he will react in panic, seeing the investigator as some hideous servitor. If approached he will attempt to defend himself and flee. Never stopping the humming of his tune in between shrieks of panic.... The other German has already thrown himself overboard after they encountered the servitor on their way back from sending the telegram ordering a strike on the Lusitania.

### **Scene 10: Day 7: The summoning.**

The players awake late the next morning with that discordant tune ringing in their

ears. they are all extremely tired as though they had not slept. In truth it is Hamiltons music that has made them tired. He played portions of ' Die Verrücktheit' last night and it has drained magic points from many people near his cabin.

Strange things happen frequently now.SAN loss is the watchword(watchphrase?)! Whispering voices seem to be everywhere. The ship itself takes on a strange aspect. corridors seem to be at strange angles. everything seems a bit more alien. The fog is thick now and the ship moves notable slower. They are approaching Queenstown(Cobh).

Just before lunch Hamilton will be playing in the first class area. as people start to come in he will begin to play 'Die Verrücktheit' , a silence slowly fills the room. Many of the passengers slump at their tables. Others get up and start to dance to the strange music moving erratically with their eyes focused on some place far away. As he plays the curtains of the room change from velvet to rolls of flesh hanging on hooks. The lights dim and are replaced with an eerie phosphorescence. The marble columns become the bones of gigantic unthinkable creatures. the plush carpeted floor flows and laps at the feet of the dancers. Hamilton takes on a strange aspect too his features contorted in extreme concentration, seemingly unaware of the transformation around him..

If anyone tries to intercede winged creatures will burst from the rippling flesh curtain attacking the players and preventing them from reaching Hamiltons. All the time the song goes on have them make checks trying to roll under their POW. failure means their actions become sluggish until they eventually stop moving, or worse start dancing to the music.. The floor begins to bubble and writhe .. pseudo pods extend from it clutching at the legs and burning where it touches.. Make it seem as hopeless as possible for the players. they all either freeze or are mired in the proto-azathoth ooze..

Then a crash and squeal of metal as the Uboats torpedo rocks the boat. Interrupting Harrison's concentration for a second enough that the investigators are released from the ooze and/or can stop dancing. They have another chance to get their hands on Hamilton. If they do he snaps out of his trance and falls to the ground wild eyed obviously unaware of where he is. all is silent for a moment, the ship groans and lists. But the room does not revert to normal. then a single note rings out from the piano. then another . and slowly all by itself it continues the jarring melody.... Smashing it is the only recourse.. when the piano crumples or is pushed into a wall or whatever. only then do things go back to normal.. and the frenzied scramble for the life boats begins.

The PCs should see all the characters they have met all meet their dooms or make it to safety. play up the insanity of the scramble for lifeboats. Those who are bewildered after the music need help to survive...

End wherever seems like a good place for you afterwards.....

## **NPC list.**

### **The Spirit of Erich Zahn**

Zahns tormented spirit forever plays for Azathoth but he has gained some power in his bondage to the outer god and wishes to use it to prevent the same fate that happened to him befalling the musician Hamilton. He can project an aspect of himself but it is very difficultly he is almost incapable of speech. He will try to use Theodot as a channel to make it easier. But even when she opens herself to him making it easier he still cannot speak the words he needs. He will write the cabin number of the Hamilton using theodot to scratch it into the table surface.. With that done he departs having done what he can..

### **Captain William Turner**

The captain is a true seaman having sailed for 20 years and knows his way around a ship having several brave rescues under his belt even having been under fire from u boats before. He has only recently returned to the Lusitania after the last captain gave up the job because of nerves. he is supremely confident of the Lusitanias abilities and doubts the Germans would even attempt to torpedo her. his confidence is catching and his crew trust and admire him too much to doubt him. He is aware of the ships ammunition cargo. He however is not a very gifted socialite and has little time for the passengers. for him they are just cargo and he avoids having to mingle with them if he can at all, busying himself with matters of the ship. instead.

### **Staff Captain John Anderson**

Turners right hand man who takes the role of the captain at meals and suchlike, Charming and well spoken, He is the perfect gentleman and extremely professional. He is very smart too and will not be easily fooled if the players try to pull a fast one on him... He too is aware of the cargo being carried by the Lusitania and is not entirely comfortable with it aware that if the Germans suspect the role of the Lusitania they may decide to take action, but again he trusts his Captain.

### **Theodot Pope**

Theodot is very wealthy and well known architect, but she also has some reknown as a spiritualist. She has many times held seances and can genuinely contact the dead to pass on messages to the living. She is soft spoken and does not challenge her detractors who call her gift charlatanism, she merely admonishes them by saying "There are more things on heaven and earth Horatio....". She is pleasant to talk to but is not comfortable with Zahns forcible channelling , when she becomes aware of him she will become scared, never having felt a presence like his...

She has experienced a lot of strange phenomena while on the boat too and if the players approach her from this angle she will be easier to convince.. If she allows Zahn to possess her she will speak in a male German voice but struggle to get words out.. eventually in obvious frustration she tears a symbol into the table until her fingers bleed.. '54' the number of Hamiltons room. She will collapse in a heap afterwards.

### **Johnny and Lou-anne**

Johnny and Lou-anne are just a tempestuous couple. The fight and make up, fight and make up. etc etc.. They are particularly fickle on this trip, Lou-anne suspects Johnny of having had an affair because he is acting strange.. Johnny is in fact trying to work up the courage to propose to her but loses his nerve and falls quiet a lot adding to Lou-anne's suspicions. In her rage Lou-anne tries to get revenge by flirting with other men on the boat which in turn makes Johnny angry. They're pretty annoying all in all and when the boat goes down if they survive Johnny will propose and she will accept, or if the players really hate them have em both go to Davy Jones Locker!

### **Lucas Wolfe**

Wolfe is working for Jessica's father he has heard through friends of Jessica's that she was bound for England on the Lusitania. Jessica's father has ordered him to bring her back kicking and screaming if needs be! He is being handsomely rewarded so he will be extremely persistent. He has a background as a policeman and has worked as a bodyguard. The players do not want to get physical with him... He could be bought out though.. Sean has enough money to do so... If he is brought into their confidence he can tell the players that he saw a bizarre violin in Hamilton's room, when he snuck in while searching for Jessica. Marked with strange symbols and books that the very sight of made him feel uncomfortable..

### **Places of Interest on Ship.**

#### **The Library**

A lavish octagonal shaped room full of books of all kinds, studious types will be well catered for here. Hamilton early in the trip takes out some musical reference books from here in order to make sense of some portions of the opera Massay par Requiem di Shuggay. He wrote out some of the sections rough on scratch paper and inadvertently returned it to the library with the book. It has since fallen to the floor and is lying under a bookcase. If the players are lucky they may come across it. If they are a clever bunch they might start looking to see who has taken out musical reference books. Hamilton's name will not be on the list because he works on the ship and has free access to it. However if they can convince the librarian of their need, she is a very organised type and keeps a personal record of what books are in use by staff...

#### **The Gym**

The gym aboard the Lusitania is well kitted out including a boxing ring. There is a young man on the boat who happens to be an English champion (this is actually the case, I just don't have his name). A funny scene could be Fr. Gray showing the other investigators a thing or two about the ring then being given a thorough drubbing by the champ. Vanderbilt will also spend some time here and will place a wager on the champ...

#### **The Bar**

Like the rest of the ship this is elegant to the extreme. There is always someone here. Louis might become a regular visitor. It has large mirrors on the walls that seem odd to begin with as everything seems slightly closer in the reflection than it should. ( This is

just a normal feature of the glass) but as the trip goes play with the mirrors a little especially if the investigators have had something to drink. their reflection seems to move slower than they do.. they see someone in the mirror that is not actually there Zahn? Incidental characters can hum a little bit of Harrisons music, having heard him practice at night..

### **The First class Lounge**

The first class lounge is where the bigwigs hang out, Vanderbilt, Charles Frohman, Staff Captain Anderson they smoke cigars and play bridge. There is some discussion of business and travel and parties but also of the war.

### **The Concert hall**

The ships concert happens the night before the sinking of the ship. The ship has a small orchestra, a piano player( Hamilton) a violinist , Cello and a few other musicians. The day of the concert one of the first class passengers a opera singer is invited to play with the band. She too has been affected by hamiltons music and she improvises a little incorporating the lilt of Hamiltons song..

\*technically this scenario should be called the Passage.. since this is a one way journey for most of the pcs...

### **Marcus Cantwell**

Marcus is and idealistic young englishman. he has been living in the Us for several years earning a living as a copywriter for a small newspaper using his good schooling to rewrite the rubbish turned in by reporters to produce something printable.

He wants to return to England to join the war effort. He is fiercly devoted to his country and grows frustrated that the us have remained neutal in the matter but for the most part he does not argue the point in polite society but his temper does get the better of him sometimes.

STR : 6	DEX: 9	INT: 12	Idea: 60
CON : 6	APP : 16	POW :13	Luck 65
SIZ :12	SAN :65	EDU: 9	Know 45

Anthropology 24% Fast Talk 50% History 44% Listen 50% Natural History 34%  
Persuade 50% Photography 34% Psychology 50% Swim 49%

### **Louis Shepard**

Louis is a man who has fallen from high standing his father runs a very succesful chain of Hotels and louis never wanted for anything, Nor was he pressed to apply himself to annything, He has a restless spirit also and that combination led him to his current state of addiction to Heroin.

When Louis father found out , he at first tried to force an end to it. But failing that he has disowned louis. In shame and in the need of new surroundings Louis has taken his fathers payoff and fled for distant shores.

STR : 10    DEX: 13    INT: 15    Idea: 75  
CON : 11    APP : 7    POW :11    Luck 55  
SIZ :12    SAN :55    EDU: 18    Know 85

Guitar 10% Conceal 70% Credit rating 50% Dodge 80% Electrical repair 40% French 40% Persuade 85% Ride 15% Spot hidden 50%  
Shotgun 45%

### **Phillipe Lausonne**

Your real name is Karl Schafer. You are a german spy part of a three man cell whose job it was to establish contacts and assistance in the mexican revolutionaries. Your task complete you now return to germany for your next assignment On the way you have another mission to recon the lusitania and determine if she is carrying arms for england. If she is you are to retrieve evidence and return to germany where a notice will be issued citing the evidence and demanding America stop breaching their neutrality, after all It would be wrong to strike a passenger vessel without a chance to surrender.

You are loyal and true to your country, however you begin to wonder if all the deaths are necessary to further your goals. the western front is a mess. You hope it will end soon.

Your commanding officer is Klaus Eichel and your fellow underling is Heinrich Faber.

You are posing as Phillipe the french chef returning hime for your neices birthday. You have some culinary skills so it seemed appropriate

STR : 9    DEX: 6    INT: 13    Idea: 65  
CON : 12    APP : 9    POW :14    Luck 70  
SIZ :10    SAN :70    EDU: 14    Know 70

Craft Cookery: 70% Climb 50% credit rating 70% fast talk 50% Law 30% Navigate 30% French 60% German 90% English 70% photography 35% Ride 85% Swim 45% Track 20%

### **Jack Lee**

Real name is Jessica Baker. Jessica is running away to london to find her love who her father despises. She has left against his specific orders. The young mans name is Robin Ellis a writer by profession who your father took a great dislike to, After unsuccessfully trying to convince Jessicas father he was worthy of her he suddenly left for england without a good bye. Jessica suspects her father was involved.

Jessica resolved to find robin and left for the next ship to england. Disguised as a young man to avoid being found. She decided to pretend she was "Jack" a student going to studying language in england since she has some talent herself in that area.

STR : 9    DEX: 9    INT: 11    Idea: 60    CON : 13    APP: 4  
(as Jack) 10 (as jessica)    POW :10    Luck 65

Accounting 20% Climb 50% Climb 40% Credit Rating 70% Drive Auto 75% Fast Talk  
40% Law 30% Navigate 30% German 10% French 70% Photography 35% Ride 85%  
Swim 45% Track 20%

### **Fr Alex Gray**

Fr. Gray is a priest, but he is not the sterotypical pious quiet type. He is a big loud and jovial fellow. People usually don't believe he is a priest, because he is not what they expect. But Alex is a good man who has for a long time worked with disadvantaged kids, teaching them boxing to help them rise above themselves. He is agrieved and worried by the loss of life in europe and has decided to join others of his order in providing aid to the wounded. Fr. Gray is also extremely curious which probably comes across as nosy to a lot of people...

STR : 13    DEX: 15    INT: 16    Idea: 80  
CON : 13    APP : 14    POW :9    Luck 45  
SIZ :13    SAN :45    EDU: 18    Know 90% Db +1d4

Accounting:50% Bargain 50% Credit rating 55% Dodge 60% First aid 30% Library use  
60% Boxing 50% Medicine 55% occult 5% Latin 60% french 50% Psychology 76% fist  
punch 70% (1d3 +1d4)

### **Sean O Connor**

Sean is returning home to Ireland. He had been living in America and had fallen upon hard times. Desperate and facing poverty he accepted a job driving for some rather suspicious characters. After a couple of jobs asking no questions and keeping his head down he realised these men were mafia. He decided to get out, however before he could slip away he was roped into driving for a bank job, It all went wrong and the cops intervned. Sean ran and booked passage on the lusitania. He has no desire for that kind of excitement and will not feel safe until he gets home , and even then the mafia don't forget..

STR : 9    DEX: 14    INT: 14    Idea: 70  
CON : 13    APP: 13    POW :9    Luck 45  
SIZ :10    SAN :55    EDU: 10    Know 50%

Conceal 50% Hide 55% Dodge 60% Listen 60% Sneak 50% Astronomy 25% Drive Auto  
85% Italian 30% Swim 20%

### **NOTE 1**

Phllipe the men being escorted are your fellow spies..Klaus and Heinrich. They have been found out. Klaus does not give you a glance and you try to behave similarly. They will likely be held in the ships brig till they england where they will be interrogated no doubt. It seems the mission is all on your shoulders now...

**NOTE 2**

The two men being escorted have very serious expressions on their faces and the sailors walking beside them are watching them like hawks. You are not sure what is going on here but it is a matter of obvious importance...

**NOTE 3**

"Jack" The man about to walk through the curtains is Lucas Wolfe he works for your father. He is obviously looking for you. you cannot let him find you if you do he will no doubt take you back home. You know him to be an ex policeman and to be a very stubborn and persistent man..

**NOTE 4**

Louis. Last night you heard a strange scuttling noise in your room when you turned on the lights you saw nothing. This morning you felt the heroin craving rise, to your horror you find your stash is missing. You feel the pangs of need already you have gone without for a day before it was a horrible experience. an not one you wish to repeat. someone must have broken into your room last night... but you hid it well. someone must know!

**NOTE 5**

You swear you just caught a long black object sink under th water in the distance. It would have been quite large.. a whale? My god imagine if it was a U-boat... you watch for it again but it does not re-appear.

**NOTE 6**

Philipe, in the early hours of the morning Klaus and Heinrich arrive at your room. You let them in an close the door checking to see if anyone was watching. the coast is clear. They tell you the gaurd seems to have tripped and fallen against the brig door, knocking himself out. They managed to reach the keys and free themselves. They plan to lie low in your room until the initial search is over. Then they will assess their options. They ask you if your cover is intact and you tell them the important details and who's who on the ship. You lock the door and you all get some sleep.

The following notes are for your convenience. use them as you feel appropriate or not if you prefer.

**NOTE 8**

You hear footsteps behind you but when you turn to see who is coming you see no one. and no place for anyone to have ducked into

**NOTE 9**

You feel someone watching you. when you look up and old bearded man stands some distance away holding sheafs of paper loosely bound he holds these up as if to give them to you. Someone walks between you and he dissapears..

**NOTE 10**

you awake suddenly to find a chair has been moved to the center of your room beside your bed. as though someone was sitting there watching you sleep.. yet there is no-one



there. you sleep fitfully.

**NOTE 11**

As you pass a porthole you catch a glimpse of what seems to be an old mans face looking in.. when you look again it is gone.

**NOTE 12**

You feel a chill run up your spine as though someone was watching you.