

FOR
MATURE GAMERS



Autophagia

Fear & Infection In From The High Seas

FOX
COUNTRY

3

Tyler Omichinski & friends

for 7th Edition

CALL of CTAULAU
CLASSIC ERA







Autophagia

Fear & Infection In From The High Seas

Tyler Omichinski & friends

for 7th Edition

CALL of CTHULHU

CLASSIC ERA



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games with themes the whole family can be comfortable playing



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games with themes of very mild thrills and low complexity



AIMED AT YOUNG ADULTS
games with themes of mild terror, romance, or risk and with fantasy or 'cartoon' violence



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CONTAINS MATURE THEMES
games with themes of personal terror, horror, drama, or sexual content and heavy violence, and may also contain subjects and themes some may find unsuitable for gaming



CONTAINS EXPLICIT CONTENT
games with themes of deep personal terror, torture horror, disturbing drama, or graphic sexual content and heavy violence, and may also contain subjects and themes some may find deeply upsetting



Stygian Fox are

Stephanie McAlea
Chitin Proctor
Badger McInnes
Simon Brake
Fallon Parker
Stephen Turner

www.stygianfox.com

CREDITS

Written by

TYLER OMICHINSKI

Edited by

CHITIN PROCTOR

Layout, Art Curation, & Cartography

STEPHANIE MCALEA

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Keeper's Plan of the Essexia

INTRODUCTION

This 1920s era scenario is suitable for one or more players. The entire scenario takes place aboard the Essexia, a 31,000 tonne ship of the Cunard line built along similar plans as the Lusitania and the Mauretania. It was completed in November, 1909, and has been making Trans-Atlantic voyages without incident ever since.

York harbour. Those aboard are continuing to languish and all members of the government are trying to avoid spreading the illness, and have been playing a game of hot potato in regards to who's responsibility this is.

THE QUARANTINE OF THE ESSEXIA

The Essexia came into port and, due to suspicions regarding those aboard, it was put into quarantine. The great ship now floats in the New

A stylized illustration of the S.S. Essexia ship, shown from a low angle. The ship is tan with a red funnel and a white band with a blue stripe. The text 'S.S. ESSEXIA' is written on the side of the ship. The background is a teal sky and a white sea.

S.S. ESSEXIA

UNPARRALLELED LUXURY
ON THE CUNARD LINE
SET SAIL TODAY!

KEEPER INFORMATION

The *Essexia* is moored in New York harbor, quarantined. When the luxury steamship liner arrived, it had a complement of 653 crewmembers and a nearly full set of passengers with 1,869 aboard. They had three dozen deaths during the crossing, an abnormally high number. At first, the bodies were thrown overboard by a hasty captain, hoping to cover the whole situation up, but as the number of diseased crew and passengers rose, it became too big to try to hide it from port authorities.

The “disease” in question is, in fact, a shoggoth that has been split into several smaller versions of itself and each has been infected into a human. Ludwig van Graaf’s goal was to try to create a shoggoth-human hybrid that would, in essence, as a protector for humanity against the various Great Old ones that live out in the dark. He conducted research through the *Necronomicon* and others, and he believes that a shoggoth has the power to stand up to the beings of the *Mythos*, but it lacks the guiding intelligence.

Van Graaf’s theory is that, through the merging of the shoggoth with humans, he can create a combination of a biological computer through creating a being that can link several human minds together, as well as it having the capacity to adapt and otherwise deal with whatever threats could come against humanity.

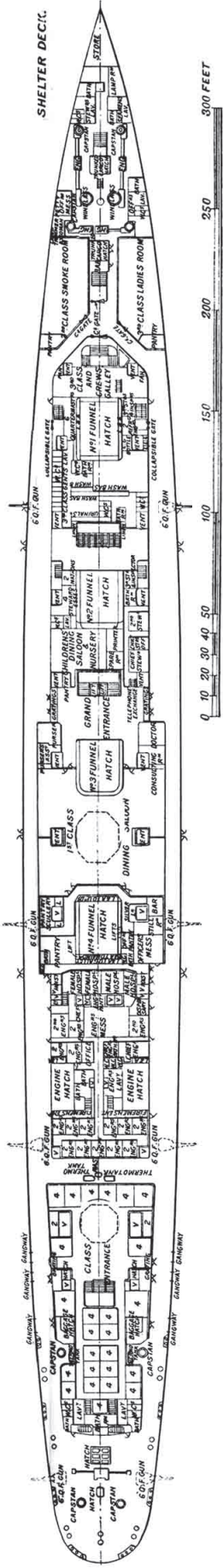
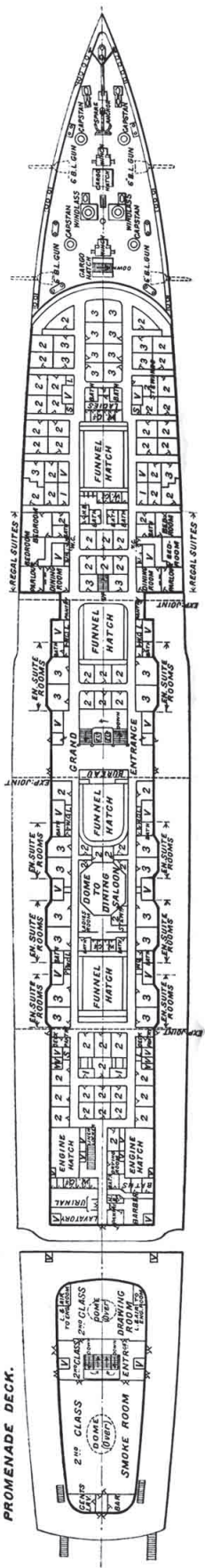
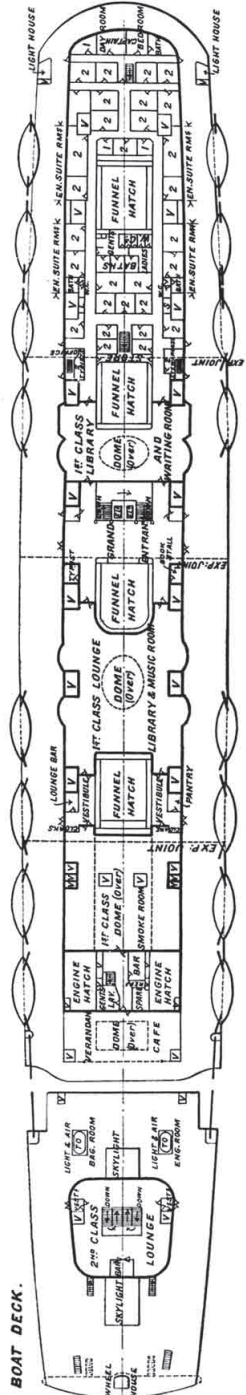
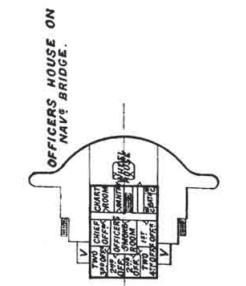
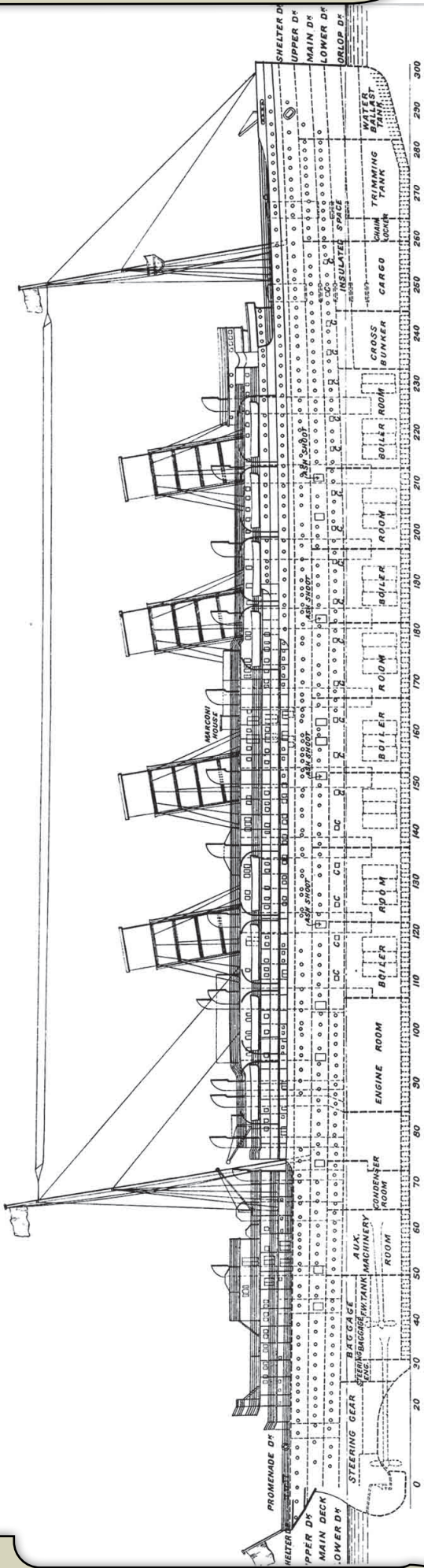
He has both underestimated the “programming,” as it were of the shoggoth, and has overestimated the willpower of humanity. The humans he’s already merged with the shoggoth are those who are ill, and the portions of the shoggoth are continuing to spread, each of them trying to consume enough biomass in order to reform into a shoggoth. Without outside intervention, all van Graaf has done is cut a bunch of earthworms in half, only to find that each of them has grown into a full earthworm again. Except in this case, the earthworms are shoggoths.

Though it is, for all intents and purposes, a disease, the origin is far from terrestrial. Ludwig van Graaf has tried to trick a shoggoth into infecting a large number of people and, through reconstituting, functionally creating a “god” that cares about humanity and helps to protect it from the elder beings.

Autophagia [aw"to-fa'ge-ah]

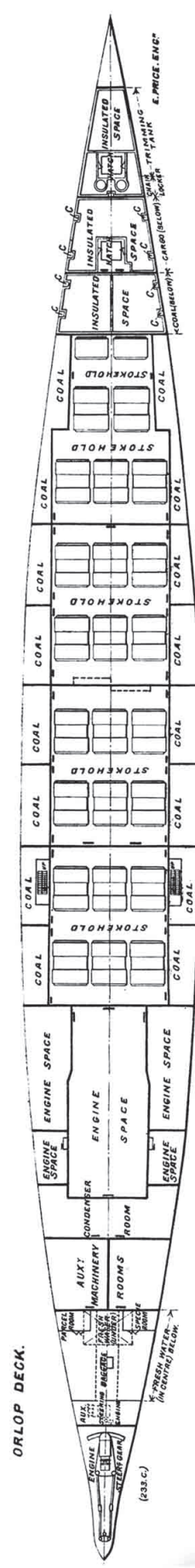
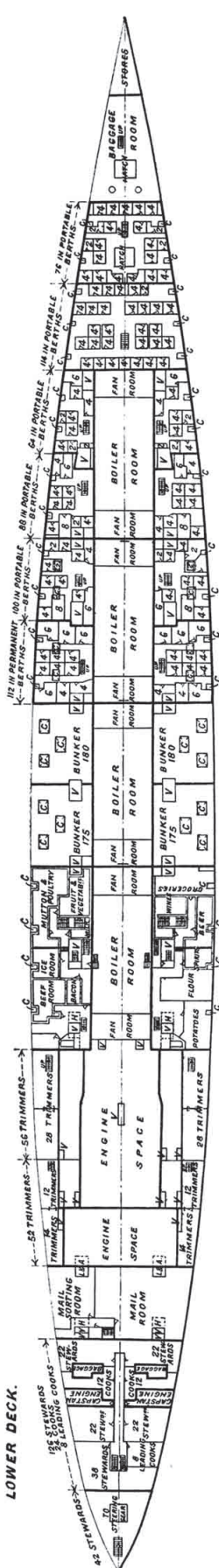
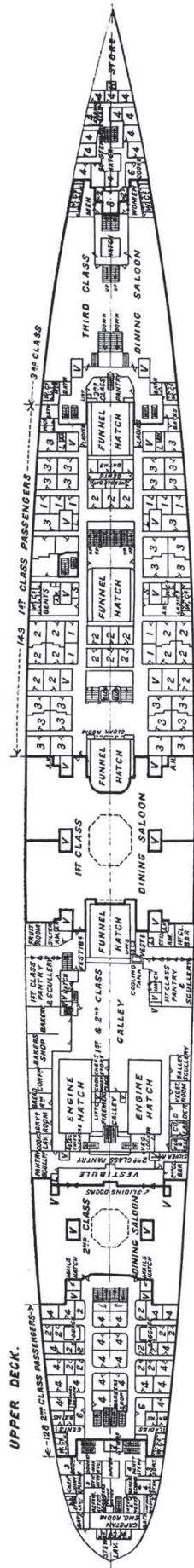
1. eating or biting of one’s own flesh.
2. nutrition of the body by consumption of its own tissues.





0 10 20 30 40 50 100 150 200 250 300 FEET





THE FIRST ACT: THE COMING STORM

Our Intrepid Investigators Head To A Quarantined Ship To Render Assistance

All of the investigators need to go onto the passenger liner for one reason or another. The worried relatives, the strange disquiet amongst shore crew, and the lack of berthside passengers waving to loved ones ashore should all ring alarm bells to experienced Investigators. The easiest option is for them to be involved in checking on the actual status of those aboard the ship and making a determination about the quarantine. If this needs to fit into a larger campaign, there could be someone (or something) onboard that they need in order to proceed, or some other driving factor.

The ship is, for now, moored in the harbor. One of the largest ships ever to be quarantined like this. Those on board haven't even been processed at Ellis Island yet, and it remains uncertain what fate will befall those on board.

Getting on board the Essexia is relatively easy, so long as they do not mind having to wait until quarantine is broken. In other circumstances, they're forced to contend with sneaking aboard or some other way of getting on board. Speaking frankly, getting on board the ship isn't the problem so much as getting off of it is. As soon as there is any gunfire or other chaos breaking out on the Essexia, the Coast Guard will be on site to ensure that no one is able to leave without being intercepted.

THE ESSEXIA

This British passenger liner is near the height of luxury for travel for the era. First class cabins are multiple rooms, each with a salon and a small dining room. There is also a main, shared, dining hall for higher class passengers with grand staircases and room for a band to play. There are literal tons of wood paneling throughout the ship, and nearly as much gilt besides. High class rooms are made with marble floors. Coming aboard, even with the malaise aboard the ship, it is impossible not to be struck by the wealth aboard the upper decks.

What is off-putting is the relative quiet aboard the ship. Of the passengers, 1432 of them are below deck in quarantine in the third-class cabins, and another 241 besides of the crew. The remaining uninfected lower-class passengers have been, begrudgingly, moved up to vacated cabins, but there remains a stark social divide in place.

ARRIVING ON THE SHIP

Once aboard the ship, it is nigh impossible to get away with not being noticed. They are outsiders aboard the ship and everyone has been in close confines for over two weeks. Especially with so few people outside of quarantine, they have no hope of making it around the ship without being spotted. Members of the crew and passengers will pass word along to Captain Ellis Flynn, who will have the investigators brought to his quarters.

THE CAPTAIN'S CABIN

The Captain's cabin is a luxe affair of overstuffed chairs and mahogany furniture. It is not quite as large as the first-class cabins, but it is certainly as well apportioned. He has set himself up well here, and this level of luxury is something he does not want to do without.

There are three rooms: a water closet, a salon slash study for entertaining visitors and doing what paperwork he has, and a bedroom. Whenever possible, he spends his time in his salon "working," in actuality, drinking and fretting as he worries about what could be done about the disease and stroking his cat, Boozer.

He has a wall of trophies, including weapons he collected during the war and a smattering of other artifacts that he has secured. None of it is really of any note and an actual veteran of combat would likely be embarrassed by how little the Captain knows about even what he has. He's traded for it all and believes whatever story he was told by whoever traded it to him.

One of the most important things for any group of investigators is that the cabin is one of the most meaningful caches of weapons aboard the entire vessel. He will give access to these weapons with an Extreme success on a *Charm*, *Fast Talk*, or *Persuade* roll unless they are able to demonstrate violence is at play on the ship, this changes the social interaction to only requiring a Regular success. He will hold back one weapon at random, demanding that it be kept by him for his safety.

Within the cabin are several relics of the Captain's days in the merchant marines including a Colt M1892, a Kaskara (a short sword of Derwish-make), a Webley Revolver, a Luger P08, a Kukri (he traded for it from someone who took it off a dead Gurkha), a Mauser C96, and three extra truncheons for the crew. A *Luck* check should be made for any weapon(s) that the investigators are given access to by the Captain. On a failure, it has half a magazine or the equivalent available. On a success, it has a full magazine or equivalent. On a Hard success or better, there is enough for a full reload of the weapon in question.



Captain Ellis Flynn & Boozer

CAPTAIN ELLIS FLYNN

Upon first glance, it is easy to get a read on who Captain Flynn is. He is a competent captain and an incompetent businessman doing his best to stop the current hemorrhaging of money and to avoid an insurance claim against him. He will do anything in his power to avoid taking any responsibility for the current state of affairs and/or move the responsibility onto other parties. Any offers of investigation posed by the investigators will be met with him happily foisting the entire responsibility of identifying and determining how to treat the pathogen onto them.

Flynn ran a merchant ship during The Great War, a job that he was astoundingly adequate at. He was never called upon to demonstrate any higher courage or skill. In fact, the current quarantine is one of the most difficult tasks he has been called upon in his life to contend with, and he is not doing well.

He is a vain if jovial man, prone to attempting to barrel through or bluster his way through problems. Stuck in quarantine, he is of the opinion that dealing with this problem belongs to someone else, and he will hide in his Captain's quarters as long as it takes for the problem to go away.

So long as there is no chance of responsibility falling upon his shoulders, he will be both helpful and amenable to any investigations or other people prowling around his ship. Should there be any efforts to engage in what would result in the widespread destruction of the ship, he will attempt to turn the remaining crew against the interlopers. They will follow his lead unless it has been demonstrated that there are greater threats at hand, in which case they will help barricade the captain in his quarters.

Flynn can be found in his quarters and is more than willing to be interviewed. He is prone to extemporaneous discussions about what he views are his great acts, such as, *"So there I was, off the horn of Africa.*

German vessels hunted the waters, trying to prevent the important cargo we were shipping from making it to key allied ports. Do you know what it's like to face off against German U-boats? You need to have guts of iron and a crew besides. Day after day, we continued under power. When the U-Boat rose up to hail us, we set full steam ahead and barely managed to make it away while she raked our ship with gunfire."

A successful **History** check or related military skill, experience, or background reveals that there were very few German vessels operating in that theatre, and that it was far away from anything resembling the "real action" of the war. Following up with a **Psychology** check reveals that he is full of hot air.

He does have the following pieces of information he can give to the players however:

The Quarantine: The infected have been quarantined in the third-class cabins. Most of the stairways to and from the third-class cabins have been barricaded to ensure that the infected stay under control but the barricaded stairways still allow access to the engines, boilers, etc., as well as allow some of the crew to take food down to the infected passengers from time to time. The initial infected are stored in a walk-in freezer in the kitchen.

A **Psychology** check on this point reveals that he is hiding something. Following up with **Charm**, **Fast Talk**, or **Persuade** and assuring him he won't be in trouble, or a **Law** check to convince him he will be in trouble if he doesn't help, will have him admit that the first infected were thrown overboard after they had lost their minds and become dangerous.

The Ship's Doctor, Isaac Winthrop, has been tending to some of the infected, but Captain Flynn doesn't understand much of what the Doctor has been going on about and, frankly, just wants to be on his way. He is, at heart, a coward and will avoid putting his own life into any danger. Should things go south, he will not be

Becher's



ORIGINAL
BITTER
founded
1807

going down with the ship. For more information, see *Cabin 121: Doctor Isaac Winthrop* on page 23.

Most of those still alive and uninfected are in the Dining room when they are not in their own apartments.

Otherwise, his help is of limited value. He doesn't understand what Doctor Winthrop has been going on about and, frankly, just wants to be on his way. He is, at heart, a coward and will avoid putting his own life into any danger. Should things go south, he will not be going down with the ship.

THE FREEZER ROOM

The Kitchen is a sedate bustle of activity with the cooking staff making very large batches of soup (for the quarantined) and a full meal for those still in what was First Class. The evening's meal is covered in more detail in the *Dining Hall*, on page 15.

Off the kitchen is a set of large walk-in freezers. One of the meat freezers has been repurposed into a temporary morgue with four bodies covered with sheets. The sheets have blood and a black pus-like liquid staining them. Removing them from the bodies is surprisingly difficult as they have frozen into some of the wounds and it requires some tugging to get them loose. Doing so without cutting the sheet will exacerbate any sores or other wounds on the body in question.

There are plenty of butcher's tools in or available from the freezer. There are a couple of animal carcasses, mostly already carved, hanging along the back wall. There are further meat hooks hanging from the ceiling, though all tied off towards the walls at this point, that would provide additional hanging space for other animals.

Seeing one of the infected bodies is a *Sanity* check (0/1), even if they are frozen. Each has had their hands entirely consumed, and forearms remaining that have

been all but sharpened to points by gnawing. There are dark sores across each body, with frozen blackish pus coming from each of these wounds. The following checks can be made to investigate the bodies:

First Aid: These bodies are likely rife with infection. There are signs of gnawing or tearing at the boils and blackish parts that have grown from the body.

Medicine (will ruin a body through an autopsy): An ad hoc post-mortem reveals that each of the blackish growths goes further into the body, ultimately connecting to what appears to be almost a parallel nervous system leading back to the lungs. Each set of lungs is woven through with countless black fibers. Stomach contents include sets of finger bones, fingernails, and other non-digestible contents.

Science: Biology: There is no known disease that would act like this. Autophagia is primarily seen from people who are of an "infirm mind" or otherwise "beset by terrors," to put it politely. Modern times would reveal this to be the result of schizophrenia and other psychiatric disorders including psychosis and a few other specific illnesses.

Psychoanalysis/Alienism: Auto-cannibalism is not unheard of from people who have suffered an extreme mental shock, but is still very uncommon. For this kind of break, the most likely mental cause is the pain of an illness being such that those suffering from it are experiencing a mental break from reality.

De-thawing a body reveals that the infected is still alive and they will respond to stimuli again. Finding out they are not dead costs *1/1D3 SAN*. They are in the Fourth stage while frozen and upon de-thawing will transition into the Fifth stage (see *The Disease*, on page 26)

THE SECOND ACT: THE PASSENGERS

Wherein Our Investigators Experience Luxurious Dining During Dark Times



The First Class Dining Saloon

The meal for the evening after the investigators first board the ship looks basic at first glance but has been prepared by excellent chefs who have had a chance to check out the new presentation and cooking styles of Paris and London. It is quite simply excellent. Whether Investigators choose to eat when they know there are starving and sick passengers below deck is another matter. Meals will continue to be of this caliber so long as the kitchen continues to function.

The Dining Hall is well apportioned with marble floors, fine wooden panelling along the walls, and art pieces that look like they were chosen by someone who cared more about how much they were each worth rather than what the actual art on it looked like. Most of the survivors are in the Dining Hall, set up at tables playing

card games, discussing, or rereading books that they have already made it through once on the passing. It is the perfect time to acclimatise one self to ship procedures, interview guests, and also hear the ship board gossip while taking a snifter of Brandy and enjoying a hand of Whist. The other passengers are subdued and each of them is regularly eyeing each other for signs of illness.

A *Spot Hidden* check with knowledge of the autophagic illness identifies a few different people who are in Stage 2 of the illness here and there, though many of them are trying to hide it. Turning them over to the Captain will result in his thanks and he will give them access to his private reserve of goods (see the *Captain's Cabin*, page 11).

MENU A LA CARTE

ENTREES

SHRIMP COCKTAIL
CHICKEN SOUP WITH NOODLES

LES PLATS PRINCIPAUX

CROWN ROAST OF LAMB
MASHED POTATOES
PEAS
WHEAT ROLLS
PICKLED PEACHES
CELERY HEARTS

DESSERT

STEAMED MARMALADE PUDDING
COFFEE

*The menu for the First Class Dining Saloon
(one previous owner)*

S.S. ESSEXIA

- FIRST & THIRD CLASS
- PLACED SIDE BY SIDE FOR ILLUSTRATIVE PURPOSES

SHARED BATHROOMS



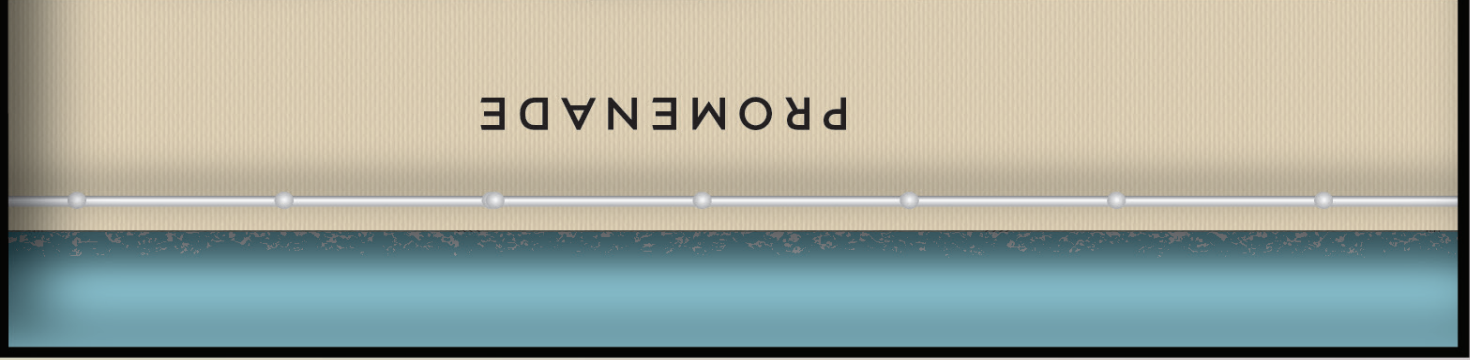
THIRD CLASS



FIRST CLASS



PROMENADE



Seeing as the investigators are newcomers, there are several figures who will attempt to get their attention or pull them into conversation. These can be through waving the investigators over, having the NPCs as characters that will naturally draw their attention, or however else you wish for this to take place.

LUDWIG VAN GRAAF

Ludwig van Graaf presents as an upper-class person from Hesse. He is dressed in a fine suit and bristles with a wide moustache and beard. If an investigator has a **Credit Rating** of 50 or higher, he will treat them as an equal, while if it is lower, he will be largely dismissive and will issue orders rather than make requests. This can be surmounted with a successful **Education** roll to reveal that, despite a lower social standing, the person in question is well-educated. Though it cannot be seen from interviewing him, he has a pistol hidden upon his person, and a set of surgical tools and a machete in his cabin. He also walks with a heavy cane that is used as a blunt weapon if need be.



Given the quarantine, he spends his days lounging in the dining hall, usually smoking and nursing a single glass of whiskey. **Spot Hidden**, or observing him for a long enough period of time, reveals that he doesn't actually drink from the glass in front of him, leaving it for literal hours while he reads books and plays card games with the other passengers.

INTERVIEWING LUDWIG

Ludwig will attempt to get the attention of any outsiders primarily to determine if there is any update as to the status of the quarantine. Though he plays it cool, a successful **Psychology** check reveals that he is highly agitated about the quarantine and is concerned by what could happen.

He will give the following to the investigators without any rolls should they ask him about it:

The Ship: *"The ship? I'm not a member of the navy. I am a man of science and, though I dislike it, I understand the need for the quarantine. Who is to say the ramifications of letting people come and go as they please. So, I do not like it, but I will wait."*

The Captain: *"A fine enough man, I suppose. Better that he serves in a civilian capacity rather than in the military. I cannot imagine how he has secured this posting."*

The War: *"Times were hard. Very hard. I was lucky and I didn't have to fight. A bad knee, you see. Still, it is better that all that is put behind us now."*

The Quarantine: *"Ah, well, I am no expert on the matter. Perhaps you should speak to the good Doctor Winthrop? He is set up in his cabin I believe. Ah, 121 if I am not mistaken."*

He will largely demur on other major lines of investigation without a roll being made. The following rolls will reveal information:

Medicine: *There is a vague glassiness to his eyes, one that is emblematic of abusing certain narcotics, largely those that prevent sleep.*

Spot Hidden: *He wears an ornate pin on his cravat with strange designs on it. It looks out of place with the rest of his look, though you haven't the foggiest what it means. (Asking him about it will have him say that he found it at a market and fell in love with it.) A Hard success also spots the bulge of the pistol.*

Occult: *The symbol on the cravat pin is one of protection, one of ancient Grecian origin. It is a seven-pointed star with an eye in the middle, and it is said to ward off the evil eye.*

EZEKIAL MAUPIN

Ezekial Maupin is a woman in disguise as a man*. She and her partner, going by Victoria Maupin, were married in a ceremony in France where Ezekial was posing as man. She has a full set of legal documents to support her Ezekial personage but remains concerned about being found out. ***Psychology*** checks against Ezekial will always find that they are hiding something and they will remain evasive.

Ezekial will otherwise be cooperative with the investigation for the most part. They will hide the fact that they have conspired with Dr. Winthrop to keep Victoria

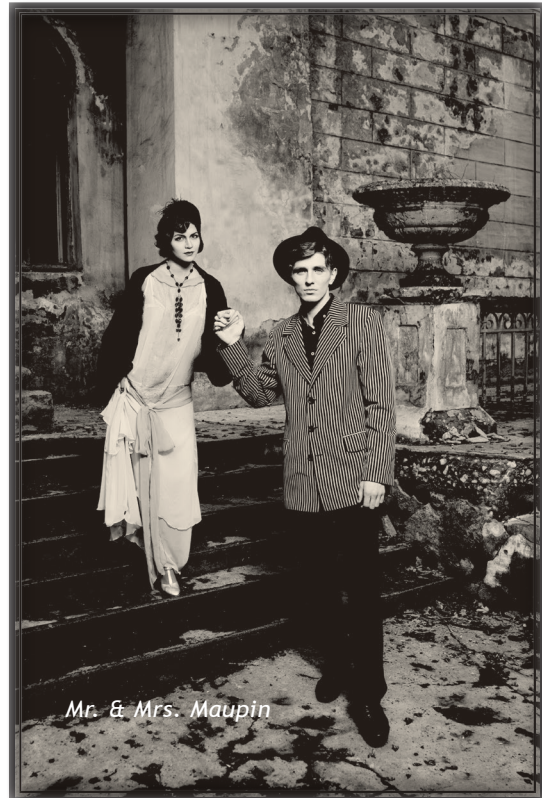
apart from the rest of the infected for observation. Asking about:

The Ship: *"I don't like being locked up anywhere, but I supposed if one had to be, it could be far worse."*

The Captain: *"He seems a decent enough chap. A bit out of his element, but who isn't at times?"*

The War: *"Oh, yes, horrible. Absolutely horrible. Couldn't stand the thing. Anyway..."*

The Quarantine: *"It is terrible. Absolutely terrible. I wish I knew what the plan was for this quarantine. My own wife, I would hate to lose her. Where is she now?"*



Mr. & Mrs. Maupin

*While Ezekial Maupin can largely be considered a trans-masculine character, the adventure from here on will (mostly) refer to him how society would regard him; as a female. We do this not to offend, far from it, brave people like Harry Allen blazed the trail for trans people like myself to exist, but to reinforce the fact in the Keeper's mind that he has a secret that many would find abhorrent. While we today, thankfully, mostly live and let live and many support LGBTQIA+ rights, we should be thoughtful on how brave LGBTQIA+ people in the past were and how the unscrupulous would take advantage of the ability to "out" a transman in a relationship with a woman. - Stephanie

Oh, she is in our cabin laying down. This whole thing has been quite stressful for her....”

After some preliminary discussion, Maupin will get to the heart of her concern: that an important statuette that was brought from France has gone missing. They will offer to pay for any aid, or do whatever else they can to help. They believe that a member of the crew took it during the confusion.

GLORIA REINBECK

The final person who will try to get their attention is Gloria Reinbeck. Unlike most of the passengers who are immigrants to America, she is already an American citizen and is returning from a trip abroad, where she visited London, Paris, and Calais.

A handsome woman, despite the quarantine she dresses to the heights of society living each day. She is that special combination of well-intentioned and incorrigible gossip. She spreads the “news of the day” with the intention of helping those around her, despite that it doesn’t always end up that way.

She will attempt to help the investigators with whatever efforts they tell her they are after, almost to the point of frustration. If they say they are investigating a murder, she will happily go and collect every tale of wrongdoing that has ever taken place on the ship and she will regurgitate them back to the investigators. She can feed clues to them, but it will take an *INT* roll to sort through what could be useful.

What Gloria knows:

The Ship: “You won’t believe what I heard the cook

say. Is it a cook or a chef? I’m not sure for a ship.

Anyway, I heard that we only have four more days of food on board. If they decide not to bring more food on board, and yes they have done that already, but if they don’t bring more food on board then who is to say what could go wrong!”

The Captain: “Just a wonderful man. Handsome too. Do you think he is sweet on anyone? There’s no wedding ring and I have a niece...but you know, they do say some men are married to their ship. Do you think that’s true?”



Mrs. Gloria Reinbeck

The War: “I never—my son died over there. I really don’t think it’s the kind of thing we should be talking about.”

The Quarantine: “I just can’t believe it—where did this illness even come from? We left port and no one seemed to be sick, then it suddenly comes out of

nowhere. That's not how diseases work, is it? I read this thing about germ theory, and I really thought it worked differently than this."

QUARANTINED THIRD CLASS

The third-class cabins are overflowing with the members of the First and Second classes that have been moved down for Quarantine. Each room has two beds (some four), with about a foot-and-a-half between them, and a shared nightstand with a lamp. Even before the quarantine the rooms were dank, cramped things. With the quarantine, every third room has someone on the floor between the two beds, or beds that are shared.

Some few souls wander the hallways still, barely cogent as they stumble from place to place. Most are in the Fourth or Fifth stage of the disease, with many of them lying in bed and eating their own cheeks, lips, and any other parts of themselves or their neighbors that they can easily reach.

A pall and the meaty smell of an abattoir hangs over the entire lower decks. Moving along the hallways requires picking one's way over slumped bodies, leftover piles of food, vomit and other detritus, and more.

SOMEONE SPECIFIC

If the investigators are looking for someone specific who isn't otherwise mentioned, for example if they fixate on the family members of someone in first class or came aboard specifically looking for a passenger or crewmember, they can be found down here, in quarantine. They will be in the later stages of the illness and functionally noncommunicative.

VALUABLES

Everyone in third class has been stripped of anything of any real value. A thorough investigation of any single ill person reveals this fact, as will a *Spot Hidden* roll from anyone who spends extensive time on these decks. Though travelers are unlikely to be wealthy, many will have secured whatever valuables they can in order to sell them should the need arise. The distinct lack of anything valuable, especially from upper class passengers who have taken ill should definitely raise some eyebrows.

THE RUNNER

During the first investigation into the third-class floors, after they have spent some time investigating, investigators should see a figure leap up from a fallen victim of the illness and proceed to run away from them. The person's face is covered with a piece of white cloth and it is hard to identify them, but one would guess it's a woman.

THE CHASE

Investigators begin two locations behind the woman. The first location that they have to deal with is jumping over the bodies and detritus left in the hallway. This requires a successful *Dodge* check, failure indicates that the investigator stumbled and/or had to slow down to get past, not making it any further this round.

The second is the tight corner that the Runner just turned upon seeing the investigators. The floor is slick with bodily fluids from the sick, and it requires a *DEX* roll to avoid wiping out and falling.

The third is making it through a closed doorway, into a luggage area, without falling too far behind. This requires a *STR* roll to do so quickly, and shoving through the luggage that the fleeing woman threw into their way.

The fourth is trying to determine where the woman has gone within the luggage room. If investigators failed any of the previous rolls while chasing her, there are several places she could've gone in this room, and a *Spot Hidden* or *Tracking* check is required to determine which path she took. If they haven't failed any, they will still have her in sight and be able to continue the pursuit without incident.

At this point she will run through the luggage rooms, trying to collapse things onto her pursuers, or otherwise throw further impediments in their way. If she gets far enough away, she'll disappear into the maze of the ship.

If they catch her, she will introduce herself as **Ailish McCormick**, and she will confess that she has been robbing the ill to try to find things that she can sell off should they escape the ship. She will point out that she is without money and is now late for a job that had been arranged for her by the local Irish community. She'll request that they take her to her room to discuss further, at least asking that they give her the chance to explain before turning her in. Whether they take her or not, go to *Cabin 131*, on page 25, for the conversation with Ailish.

THE CABINS

CABIN 103: LUDWIG VAN GRAAF

Ludwig van Graaf spends very little time in his cabin. He retires there in the evening after dinner, but sneaks

out around 11 P.M. each night to investigate how the process goes with the ill below decks.

His rooms are set according to the same floor plan and designs as the others, continuing the opulent stylings of the rest of the ship. Breaking into his rooms requires either a *Locksmith* or a *STR* check, though a *STR* check will leave signs that someone has been there.

The rooms are relatively unremarkable without any rolls being made.

Spot Hidden: will reveal that he has hidden a number of resources throughout the room by prying off a section of wooden paneling near the bed. Behind this is a series of small vials, each containing a black, viscous liquid in it (shoggoth cells that he has treated for his experiments). Consumption immediately infects the person.

Library Use: reveals that he's been taking extensive notes on the infection that he's been spreading. The details include the five stages he has identified of the illness (see *Disease*, page 26). He also significantly describes his finding that he was able to train a series of rats that, his studies suggested, would transmit over to those who were infected, causing them to be apprehensive or otherwise avoidant of the marker.

The notes, collectively the "*van Graaf papers*" function as a Mythos tome. There will not be sufficient time to read them thoroughly on the ship, and taking them will result in van Graaf moving up his timetable, resulting in the **BAD MOON RISING** (see page 26) occurring on the night that his notes go missing. Reading the notes is a 1/1D3 *Sanity* loss, and a complete study gives the researcher +3% to their *Cthulhu Mythos* skill. The van Graaf Papers contain the following spells: *Chant of Thoth*, *Elder Sign*, and *Voorish Sign*.

Occult: there are multiple worked metal pins that are in the seven-pointed star with an eye in the center among his luggage. They are vaguely like a common ward against the evil eye, but it has obviously been adapted rather than directly taken.

CABIN 113: GLORIA REINBECK

Gloria Reinbeck will only be in her cabin at night. Her rooms smell sickly sweet as she has filled them with perfume in an effort to distract herself from the state of affairs on the ship. There is little of note in her quarters, though she can be found there at night if the investigators need to follow up with her. She has no weapons aside from an ice pick that she has for breaking up ice for drinks.

CABIN 121: DOCTOR ISAAC WINTHROP

Doctor Isaac Winthrop has set up his first-class apartments into an ad hoc triage system. There are a handful of cots along the walls, though only one other person is currently staying in the room. If questioned about it, he will be open that he is preparing for the worst.

Both he and Victoria Maupin are staying in the room at this time. Victoria is in Stage Three of the infection, while Doctor Winthrop has, thus far, avoided being infected.

The room is well decorated, though Winthrop has barely noticed or cared for the high-quality surroundings. He has been furiously taking notes at the writing desk and they have been scattered around the room and weighed down as he attempts to make sense of things.

DOCTOR ISAAC WINTHROP

The Doctor is a tall, thin man who looks exhausted. He has mousy brown hair and dark circles under his blue, bloodshot eyes. He also has an irritating skin condition which may draw suspicion from the Investigators but is, in fact, just Psoriasis. He has been abusing stimulants to continue to operate under these conditions and doing the best he can to figure out what is going on. He will be grateful and cooperative to any help that he can get.

The Captain: “*...it does us no good to talk about that. He can't help.*”

The War: “*Doesn't matter. It has nothing to do with this.*”



Dr. Isaac Winthrop

The Quarantine: “Everyone is on edge because of the Spanish Flu. I’m not sure if this is the same. It is certainly dangerous. It needs to be stopped and contained here. I don’t want to die here, but if I have to, I will. Then they’ll find my notes and hopefully someone else can continue the work. Not the cheeriest set of circumstances, is it?”

“The disease...there’s nothing like it. I don’t know how it spreads. Not specifically. Contact. That’s the biggest problem. During a sea voyage like this, maybe it was a matter of time? The progression is relatively stable. It affects the mind at first. Self-destruction begins almost immediately. Which is, itself, strange. Is that how it spreads? From the blood?”

“Sorry, sorry, you need answers. Not questions. “The disease seemed to hit several people all at once. Less than twenty-four hours between the first confirmed case and a dozen more. There’s something off about that. It was a few days after we left port, so it can’t have been just waiting. There’s something else at foot here. I would swear that there was something behind it, someone infecting a lot of people at once or...something has to have changed. It seems like it waits for longer now.”

Ludwig van Graaf: “He’s taking something to stay awake, but I’m not one to judge.”

Victoria Maupin: “She’s my patient and I will protect her.”

Aislish McCormick: “She’s from the lower-class cabins. Somehow she has avoided becoming infected—I’m honestly not sure how. She spends so much time below deck I would swear that it is only a matter of time.”

Cabin 124: Mr. & Mrs. MAUPIN

Ezekial is worried about Victoria and is concerned she will expire. He has already made peace with staying with his wife despite her malady and disfigurement. The Maupins have been careful and no trace of Ezekial’s birth-gender exists in their room.

Victoria Maupin, now in Doctor Winthrop’s cabin as his ‘in-patient’, was a beautiful woman before the disease. Her lips have been gnawed open multiple times and, even now, Doctor Winthrop will repeatedly catch her and calmly remind her not to chew. Her hair is lank from not being cleaned, though the Doctor is still doing what he can. There’s a gaunt look to her, and she has a black growth that looks almost like a horn coming out of her left cheek. Her hands are tied to the bed frame. If an investigator notes them, she shrugs and says that before this she was in danger of chewing off her fingers.

She is losing her grasp on reality and is difficult to talk to. Her words sound slushy, like her tongue is too big for her mouth. If the investigators do not intervene, and soon, she will die from the infection.

The Captain: “He’s a man without a plan. Doing the best he can. He can.”

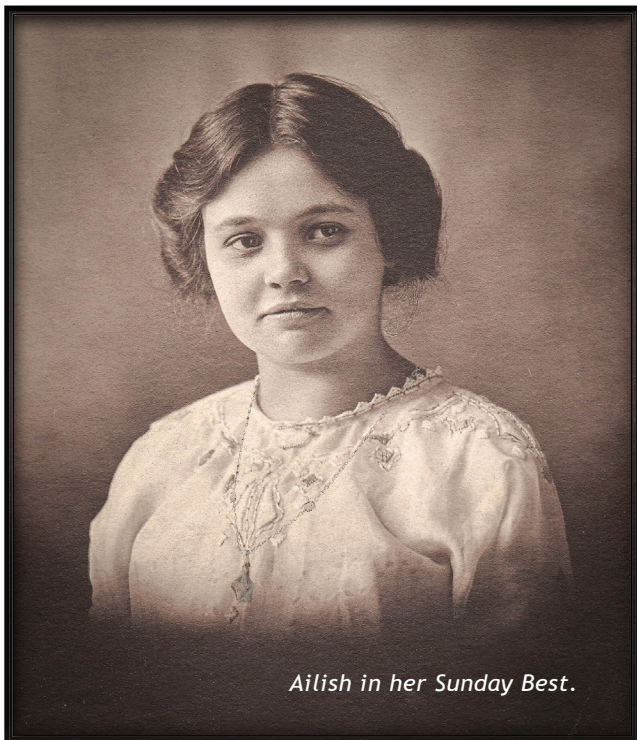
The War: “I didn’t see it but, sometimes, I feel...like, maybe I remember it? Maybe I remember what happened to someone else? All that slaughter... All that ... meat.”

The Quarantine: “It doesn’t hurt as much as you would think it would. It feels...almost nice. Almost like I’m about to go home. Home where the heart is. Homme home homme.”

**CABIN 131:
AILISH MCCORMICK,
AND OTHERS**

Cabin 131 is one of the cabins that has been set aside for the poorer passengers who have been moved up to the higher levels. Class differences are still in place and the divide has manifested during the quarantine by putting multiple people who were from the third-class cabins into each of the upper-class apartments that have been made vacant by the quarantine.

Ailish McCormick is staying in cabin 131 with four other people, all of them women. The lot of them have set up a bit of a thieving ring through the quarantine. Ailish goes into the Quarantine to “check on” the infected, picking up what she can along the way. She brings them back and one of the women values them and keeps the books. In turn, the remaining three are sewing the finds into clothing and baggage to help ensure that they are hidden. Entering the room unannounced will catch them in the act of this very thing.



Ailish in her Sunday Best.

AILISH MCCORMICK

A young woman of 16, Ailish is an orphan whose aunt and uncle are funding her immigration to New York in exchange for her working for a friend of theirs. Being held up has her very stressed about the state of affairs on land. The ship was already delayed and she knows that her family here can't support her without her working to defray the costs.

She is open about all this if she has been caught as part of any malfeasance, and will share what she can if the investigators convince her (with a *Persuade* check) that she will not be going to jail for this.

The Captain: “Him? What do you care about him. He’s daft. The person to watch is van Graaf. He’s the one that’s up at night and keeps going below deck.”

The Quarantine: “I don’t know much about it, but I reckon that I’ve been lucky thus far. I just trust my lucky charm.” At this point she’ll show them a worn pendant with an eye carved into the center on a charm around her neck.

LUGGAGE

Though the Luggage is not required, keen investigators may consider looking into the more fulsome luggage that has been stowed below decks. Most of those aboard the ship have nothing of any interest aboard. With sufficient time, it is not hard to find a particular set of luggage as they are all labelled.

Ezekial Maupin’s Luggage: this includes several sets of clothing for both a woman and a man, as well as a Webley revolver, and a set of identification papers for Ezekial’s dead name*, Erika Dubois

Van Graaf’s Luggage: van Graaf’s luggage contains

another half dozen of the symbols that he uses to hold the proto-shoggoths at bay, and a copy of the Pnakotic Manuscripts (*Keeper's Note: this can be replaced with another book as needed*). A large knife, almost a dagger, is also in there. The dagger has been enchanted with the **Bless Blade** spell.

THE “DISEASE”

Though it has gone terribly awry, the Shoggoth is still functioning as an illness as it attempts to complete the reconstructing of itself. The disease can infect anyone on board the ship without the proper wards (see **van Graaf** for an available source for them).

An individual has a chance of being infected if they come into contact with someone in the Third stage of the infection or later. They will have to make a **CON** check for anyone the encounter in the Third or Fourth stages of their illness, requiring a Hard success if they come into contact with anyone at the Fifth stage or later.

First Stage

Initial infection and incubation period. This stage lasts until the first failed **Sanity** roll, or three hours, whichever is shorter. During this stage there are no outside symptoms, though a post-mortem would reveal black growths in the lungs.

The disease is treatable at this point only if the infected is moved far from other infected. The infection will lose direction and be defeated by the immune system.

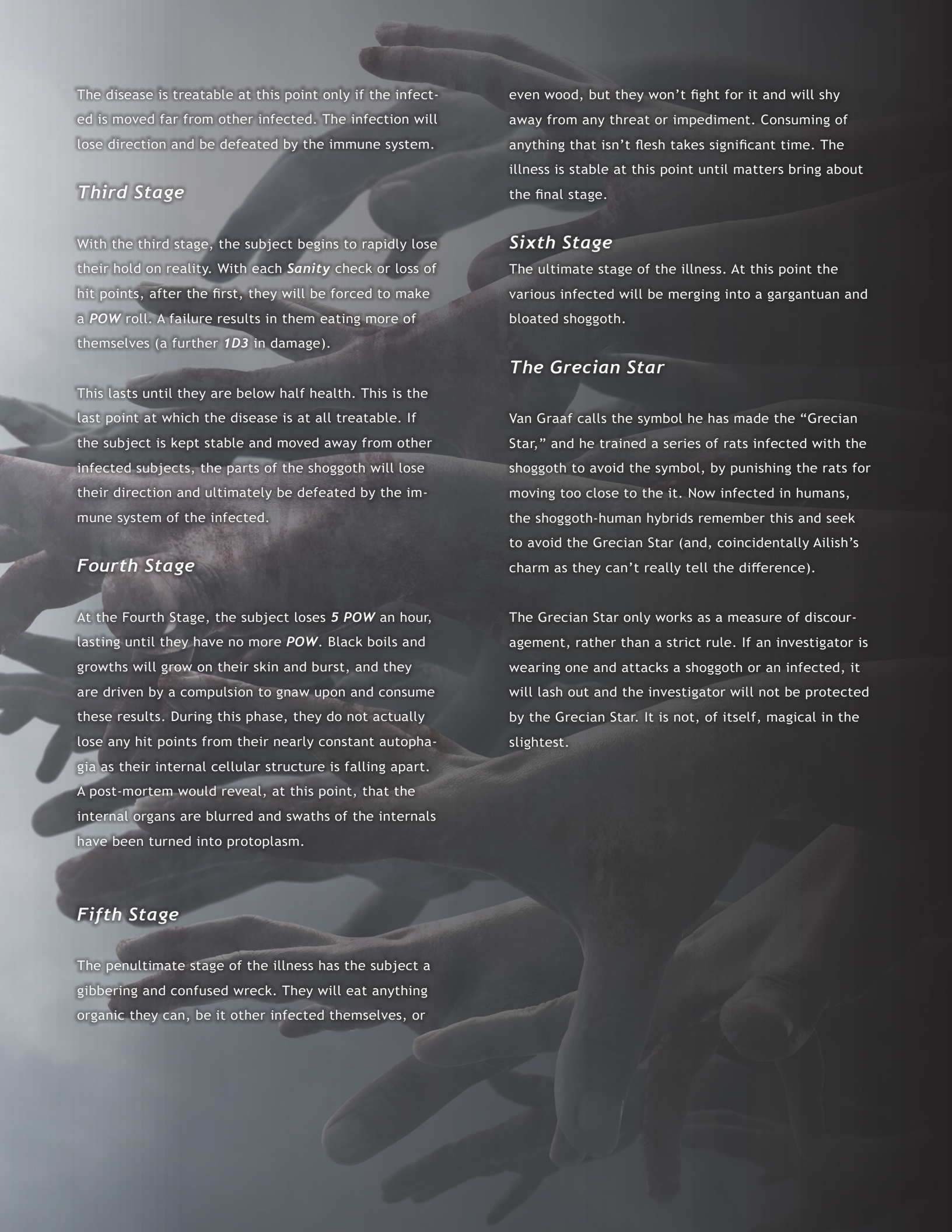
Second Stage

The subject will catch themselves chewing on their nails, hang-nailed skin, and even occasionally the meat of their hand. They will eat and swallow anything they manage to take off if they have done so. While this isn't severely damaging (no Hit Points lost), it does represent a jarring behavior to catch oneself doing, especially repeatedly (0/1 **SAN**). This behavior should be repeatedly pointed out to the infected if they are an investigator, pointing out that they have a piece of fingernail caught between their teeth, etc.

The second stage lasts until the subject loses 5 **Sanity** points, or more, or they go to sleep and achieve REM sleep (usually 30+ minutes of sleep). In the instance of a loss of Sanity, they find themselves fixated on solving the source of their stress—focusing on solving the problem or otherwise dealing with it. This could include trying to kill it, cure someone, etc. After they come out of it, they will find that they have eaten a reasonable chunk of themselves while focused on the task at hand. This could include, but is not limited to, stripping the meat from one or more fingers, chewing a hole through a cheek, eating a ragged part of lip, and so on, resulting in **1D3 damage**.

If the subject reaches sleep instead, they will be plagued by strange and smothering dreams where they will be convinced that they are beneath the water, but large fleshy masses are pressed against them, sliding and slipping alongside them. Upon waking, they find themselves subject to the same autophagic effects as if they had the sanity loss.

**A trans-person's "Dead Name" is the name assigned to them by their parents at birth. While a recent trend with young trans people has been to ask their parents to name them in their authentic gender (or lack thereof) or to use a name they had chosen but for another gender before they were born, past trans people chose their own name in line with the popularity of the day. In the Anglosphere of the 1920s this would have been Charles, George, Rose, Margaret, etc*



The disease is treatable at this point only if the infected is moved far from other infected. The infection will lose direction and be defeated by the immune system.

Third Stage

With the third stage, the subject begins to rapidly lose their hold on reality. With each **Sanity** check or loss of hit points, after the first, they will be forced to make a **POW** roll. A failure results in them eating more of themselves (a further **1D3** in damage).

This lasts until they are below half health. This is the last point at which the disease is at all treatable. If the subject is kept stable and moved away from other infected subjects, the parts of the shoggoth will lose their direction and ultimately be defeated by the immune system of the infected.

Fourth Stage

At the Fourth Stage, the subject loses **5 POW** an hour, lasting until they have no more **POW**. Black boils and growths will grow on their skin and burst, and they are driven by a compulsion to gnaw upon and consume these results. During this phase, they do not actually lose any hit points from their nearly constant autophagia as their internal cellular structure is falling apart. A post-mortem would reveal, at this point, that the internal organs are blurred and swaths of the internals have been turned into protoplasm.

Fifth Stage

The penultimate stage of the illness has the subject a gibbering and confused wreck. They will eat anything organic they can, be it other infected themselves, or

even wood, but they won't fight for it and will shy away from any threat or impediment. Consuming of anything that isn't flesh takes significant time. The illness is stable at this point until matters bring about the final stage.

Sixth Stage

The ultimate stage of the illness. At this point the various infected will be merging into a gargantuan and bloated shoggoth.

The Grecian Star

Van Graaf calls the symbol he has made the "Grecian Star," and he trained a series of rats infected with the shoggoth to avoid the symbol, by punishing the rats for moving too close to the it. Now infected in humans, the shoggoth-human hybrids remember this and seek to avoid the Grecian Star (and, coincidentally Ailish's charm as they can't really tell the difference).

The Grecian Star only works as a measure of discouragement, rather than a strict rule. If an investigator is wearing one and attacks a shoggoth or an infected, it will lash out and the investigator will not be protected by the Grecian Star. It is not, of itself, magical in the slightest.

THE THIRD ACT: THE CONCLUSION

Our Investigators Close In On Our Villain

As soon as the investigators start to close in on van Graaf, he'll likely catch wind of the process of their investigation unless they have been paranoid in keeping information from him. Their poking around will quickly raise his suspicion and will result in him letting his creation loose rather than continuing his experiments.

He will do whatever he can to send them below deck and subject them to the *The Chase* (page 21). If van Graaf is unable to do this, he'll still conduct the quick ritual to release the shoggoths and allow them to return to their protoplasmic forms. The only way to prevent this is to catch him by surprise, otherwise, he will be able to conduct the small ritual (requiring only that he break something upon his person and say some words under his voice), releasing the creatures.

Once they are released, van Graaf will do what he can to escape in the chaos so that he may continue his experiments in an effort to save humanity from the horrors of the Mythos which has been his motivation all along. He may try to flee the Essexia using one of the many lifeboats, once the worst of the chaos has begun.

If they somehow avoid van Graaf having any knowledge of their investigation, surprising him and taking him out isn't particularly difficult. He won't be able to let loose the shoggoth and, pending doing anything to help the infected, the infected will be burned alive to prevent the spread of infection, unless the investigators are able to prevent this.



BAD MOON RISING

Should van Graaf be confronted with the enormity of his crimes, he will demand to meet the investigators in the lower decks at night in order to explain and demonstrate everything. This will be a trap.

Escaping from the lower decks requires a chase through the hallways and stairwells, dealing with shoggoths as they go.

Seeing a Shoggoth Transformation

When they are released by van Graaf, the cells within the shoggoth/human hybrid begins to transform into fully fledged shoggoths. The transformation process is one where the body of the infected begins to lose what remaining consistency of form and shape it has. The internal organs liquify while sharpened sections jab outward from the under the skin, piercing outwards. After less than a minute, the shoggoth will burst from the skin, leaving it behind before going to merge with any nearby shoggoths. Seeing this process costs **1D4/1D6 SAN**.

Shoggoths Rising

Once the ritual has been completed, **2D6** shoggoths that reform from the ritual van Graaf performed, surge upward, from the lower decks of the Essexia killing and tearing apart anything and everything in their way before they slip over the decks of the ocean liner and into the dark ocean.

Down with the Ship?

Dealing with the shoggoths once and for all is going to be difficult for the investigators. With multiple shoggoths on the Essexia, continuing to kill those aboard, the chaos aboard the luxury vessel should be brutal, with countless people being torn apart in the chaos.

If the investigators have Grecian Stars, they might be able to avoid being killed. The Shoggoths will continue to avoid the Grecian Stars so long as any people with them aren't attacking the shoggoths.

Taking down the shoggoths likely requires the sinking of the ship. Sinking the ship will not actually kill the shoggoths and they'll instead escape.

The real question is whether they will be able to stop van Graaf from escaping and continuing his experiments. He is able to use a Grecian Star to try to avoid the shoggoths. As the chaos continues to become increasingly violent, the Coast Guard will make their way to the ship.

The ship will be scuttled by the Coast Guard if no one else.

COMPLICATIONS & VIGNETTES

Depending on how long your session is intended to last, your players may come to a quick realisation that van Graaf is the culprit and through his misguided and insane intentions to use Proto-Shoggoths to protect humanity he has fallen into madness.

If your intention is to only have an evening's worth of play then such a quick resolution will be a satisfying conclusion to this mystery. If however, your players

seem to be progressing a little quick then below are a serious of vignettes and short events which may complicate matters.

The Survivor

Once the players realise the shoggoth pathogen is transferred by touch, they may take extraordinary precautions to avoid being contaminated. Any physical contact may result in contracting the symptoms from the pathogen with a failed **Luck** roll now that the “disease” seems contained. If the Investigators take extreme measures to contain the pathogen, including murder or mercy killings or even scuttling the ship, then they may notice one crew member has escaped the sinking ship. Boozer, the ship’s cat and proto-shoggoth, has realised the ship is going down by sitting at the feet of the Investigators and listening to them. Maybe they don’t get to chase the ‘cat’ around the ship a la ‘Alien’. Maybe they catch it and lock up and it changes in a manner similar to the Huskies in ‘The Thing’, or maybe, disastrously, they see Boozer from the promenade climb onto the quay, turn round and grin, and then escape into the city causing all manner of heroes and extending the adventure further.

Break Down The Gates

Just at the moment things couldn’t seemingly become more chaotic, one of the Persers shouts that one of the doors holding the denizens of the Lower Decks back has caved in under pressure, or possibly is oozing proto-Shoggoth matter from under the door. Chaos ensues as ship crew, infected, and uninfected die in the rush to get off the ship or in a stampede for fresh ‘food’ in the form of uninfected passengers. Do the Investigators stay and try to erect a cordon or barricade? Or do they jump ship?

The Chancer

A number of bodies need disposing of but three have

turned among the infected that didnt die from infection. They don’t even look infected! A murderer on board, possibly Ailish, is killing people she doesn’t like from 1st and 2nd class, stealing their belongings, and placing their bodies amongst the infected to allay suspicion. She has help to carry the bodies so who are the accomplices?

REWARDS

This is a tough scenario for beginner players in that there isn’t anyone to confront at the start. The enemy, the Pathogen, is a hidden enemy that works subtly.

For ending the pathogen by concocting some sort of treatment (such as keeping patients away from everyone else for a time): +1d8 SAN

For unmasking van Graaf and his diabolical experiments: +1d6 SAN, +1 Cthulhu Mythos

For realising that the Pathogen is actually proto-Shoggoth matter: +1 SAN, +1 Cthulhu Mythos

For containing the Pathogen on board: +1d6 SAN

SAN loss for killing passengers who are infected is mitigated by the need for containment. Investigators who kill seemingly healthy NPCs to keep the cordon or to reduce panic lose -1D4 SAN

Knowing the cordon has been breached, by Boozer or another infected, means the Investigators lose 1D8 SAN.

Killing the Massed Proto-Shoggoth/Protoplasmic Entity/”Eye-Blob”/”Jim”: +1d20.

CHARACTERS AND MONSTERS

Ludwig van Graaf

STR 75 CON 50 SIZ 65 INT 90

POW 35 DEX 55 APP 65 EDU 90

SAN 10 HP 13 Dam. Bonus 1d4 Build 0 Move 7



Fighting (Brawl) 30% (15/6) 1d4 , Fighting (Sword) 50% (25/10) 1D6+1D4
Dodge 25% (12/6)

Skills: Cthulhu Mythos 40%, Psychology 60%, Sneak 50%, Athletics 30%, Spot Hidden 50%, German 70% (35/14)

Spells: Flesh Ward, Dominate, Cloud Memory.

Ezekial Maupin

STR 35 CON 65 SIZ 60 INT 60

POW 70 DEX 70 APP 55 EDU 45

SAN 60 HP 15 Dam. Bonus 1d4 Build 0 Move 7

Fighting (Brawl) 60% (30/12) 1d4 ,

Dodge 25% (12/6)

Skills: Disguise 60% (30/12), Psychology 50% (25/10), Fast Talk 60% (30/12)

Gloria Reinbeck

STR 35 CON 40 SIZ 40 INT 60

POW 70 DEX 50 APP 60 EDU 25

SAN 70 HP 8 Dam. Bonus 0 Build 0 Move 7

Fighting (Poke with knitting needle) 40% (20/8)

Dodge 25% (12/6)

Skills: Psychology 40%(20/8), Gossip 60%

(30/12), Persuade 70% (35/14), Credit Rating 70% (35/14), French 40% (20/8)

Captain Ellis Flynn

STR 65 CON 70 SIZ 80 INT 40

POW 30 DEX 60 APP 35 EDU 40

SAN 30 HP 13 Dam. Bonus 0 Build 1 Move 7

Pistol 30% (15/6)

Dodge 50% (25/10)

Skills: Run Away 40% (20/8), Prevaricate 50% (25/10)

Ailish McCormick

STR 55 CON 65 SIZ 40 INT 40

POW 60 DEX 70 APP 60 EDU 25

SAN 60 HP 11 Dam. Bonus 0 Build 0 Move 7

Fighting (Brawl) 50% (25/10)

Dodge 60% (30/12)

Skills: Pickpocket 60% (30/12), Sneak 40% (20/4), Irish (Gaelic) 70% (35/14)

Isaac Winthrop

STR 45 CON 45 SIZ 45 INT 70

POW 65 DEX 65 APP 55 EDU 80

SAN 60 HP 9 Dam. Bonus 1d4 Build 0

Move 7

Fighting (Brawl) 60% (30/15) 1d4

Dodge 25% (12/6)

Skills: Psychology 60%, (30/12) Medicine 70% (35/14), First Aid 70% (35/14), German 70% (35/14)

Victoria Maupin

STR 25 CON 45 SIZ 45 INT 60

POW 55 DEX 85 APP 75 EDU 60

SAN 15 HP 9 Dam. Bonus 1d4 Build 0 Move 7

Fighting (Brawl) 20% (10/4)

Dodge 25% (12/6)

Skills: Psychology 50% (25/10), Craft: Knitting 60% (30/12)

Average Passenger (Lower class)

STR 50 CON 40 SIZ 55 INT 40

POW 45 DEX 55 APP 45 EDU 30

SAN 40 HP 10 Dam. Bonus 0 Build 0 Move 7

Fighting (Brawl) 30% (15/6) 1d4 ,

Dodge 25% (12/6)

Skills: Sneak 40% (20/8), Other Lan-

guage (varies): 70% (35/14), First Aid 20% (5/4)

Infected

STR 35 CON 70 SIZ 65 INT 10

POW 10 DEX 20 APP 10 EDU 10

SAN 10 HP 11 Dam. Bonus 0 Build 0 Move 7

Fighting (Brawl) 30% (15/6) 1d4

Dodge 0%

Skills: Writhe 80% (20/16)

Protoplasmic Entity

Protoplasmic entities are almost like juvenile Shoggoths and retain some of the intelligence that their human progenitors



The Hateful Mass Begins To Form

had. Since they are still learning how to be Shoggoths, and as such they lack some of the abilities and capabilities that Shoggoths have.

STR 300 CON 200 SIZ 360 INT 50

POW 30 DEX 20 APP NA EDU NA

SAN 00 HP 56 Dam. Bonus 7d6 Build 8 Move 10

Fighting (Shoggoth) 70% (35/14)

Dodge 20% (10/4)

Attacks per round: 2

Fighting Attack: In combat, Protoplasmic entities cover an area 5 yards square and can create a variety of growths to continue to attack. In addition, they can engulf any person that they subsume into their bulk (Fails a Dodge roll when the Entity moves over them through its regular movement.)

Each Engulfed being is attacked separately and each must make a successful opposed STR roll or be torn apart and consumed. If there are multiple entities Engulfed in the Entity, the STR of the entity is evenly divided among the targets. Those Engulfed can attack only on rounds in which they successfully roll STR or less on 1d100.

Each combat round that a creature begins while Engulfed in a Protoplasmic Entity takes damage bonus damage to represent the grinding, digesting, and otherwise pummeling that the target

takes.

Armor: Firearms and knives do one point of damage per hit. Protoplasmic Entities regenerate 1 hit point per round.

Sanity Loss; 1d6/1d20

Boozer
(Shoggoth disguised as ship's Cat)

Fighting (Shoggoth) 70% (35/14)

STR 300 CON 200 SIZ 30 INT 50

POW 30 DEX 20 APP NA EDU NA

SAN 00 HP 56 Dam. Bonus 7d6 Build 8 Move 10

Transform: Boozer can transform into a Protoplasmic entity at will. Doing so changes the stats to those of a protoplasmic Entity (above).

Sneaky Consumption: If there are no witnesses, and Boozer is not suspected, it can make an attack on the target. On a success, Boozer envelops the target, engulfing them. In this case, Boozer appears to be disgustingly distended as it crushes the consumed target down into a normal cat size.

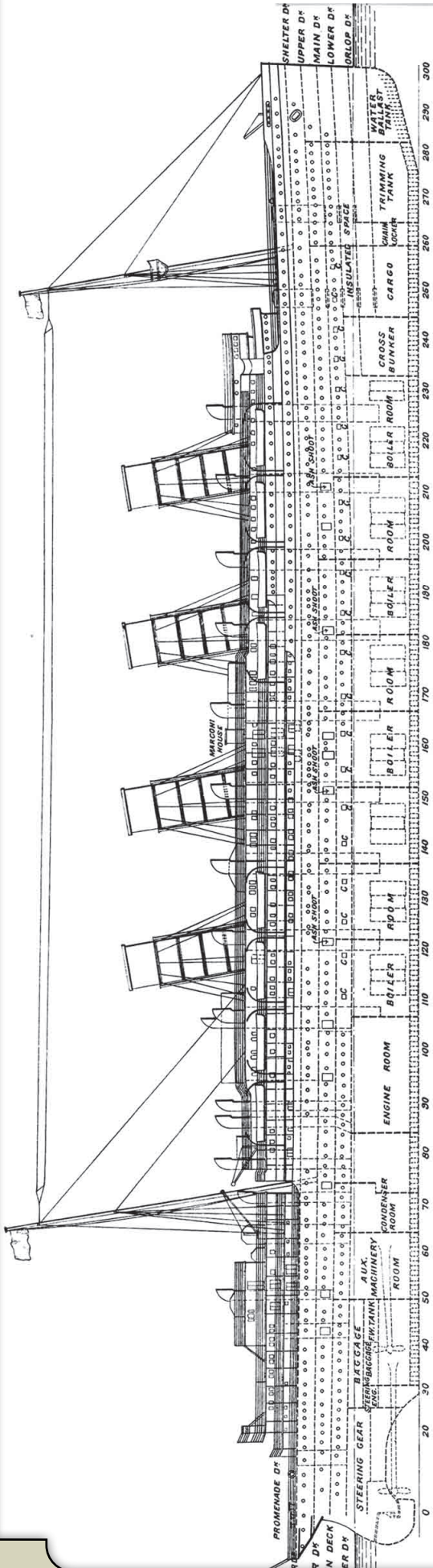
Boozer creates vast amount of heat while in cat form and deconstructing a target as the energy needs to go somewhere. Any room that Boozer is in while this happens becomes uncomfortably hot and humid.



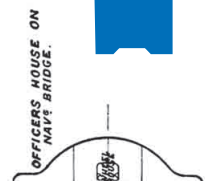
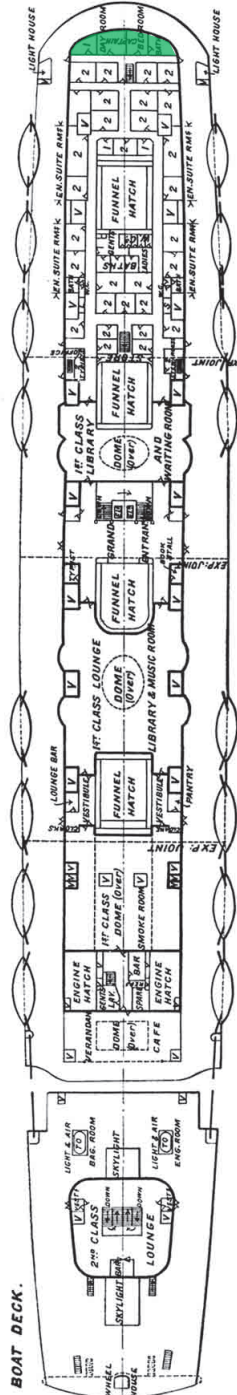
1st Class Dining

Captain's Cabin

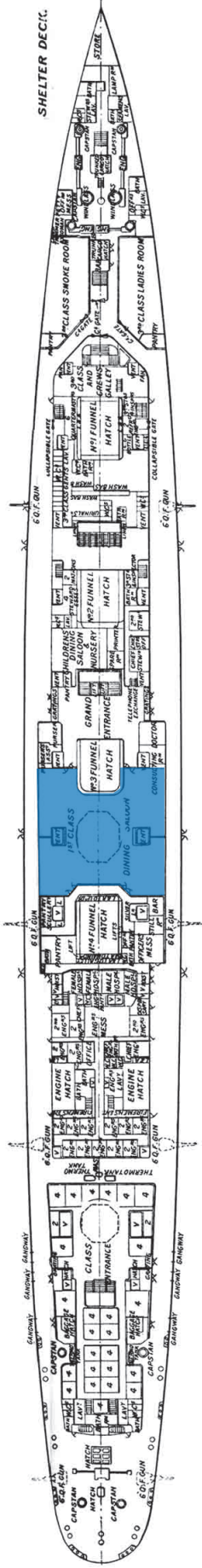
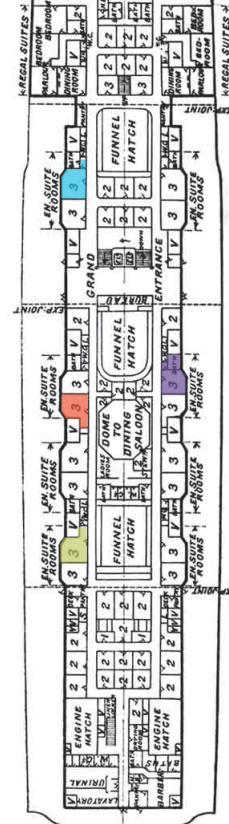
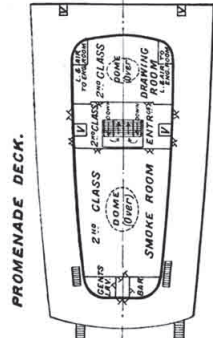
van Graaf's Cabin



BOAT DECK.



PROMENADE DECK.



FOR
MATURE GAMERS

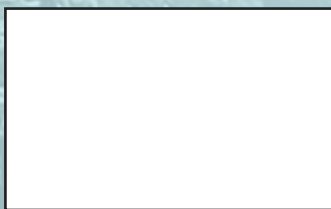
Autophagia

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More importantly, can they stop it from escaping the ship?



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