

THE LOVE CRAFT

A SCENARIO FOR A GRANDIOSE DISASTER

CREDITS

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NOTE FOR USE

This document is a Scenario for *A Grandiose Disaster*, and requires those rules to play. You will need to print it out to use. It is formatted to print easily on 8.5x11 paper. You will also need to print out the Character Templates, which are not included in this document. Find links and downloads at: NDPDESIGN.COM/AGD

WHAT THIS IS

The Love Craft is a Scenario for *A Grandiose Disaster*, a Live Action Role Playing Game. It requires a copy of the game rules to play. This Scenario is for 6-12 players, and designed to take about 2-3 hours to play. One of the players is also an Organizer, the person who prepares the materials for play and keeps the game on track. The Organizer can play a character in the Scenario, or stay outside of the game and simply administer play, depending on preference and comfort level.

Before play, each player will create a character with a background tied to the other players' characters. You'll start with a general idea of who your character is based on a provided Template, then you add details until you are satisfied. Finally, you will create relationships with the other characters and add a backstory, often guided by Extra Information cards provided by the Scenario.

Then you will go through this Scenario, scene by scene. In each scene, you will react to what is going on around you, interact with the other players, and maybe have to choose who lives and who dies. Your character might die, but that's all part of the game! Nothing wrong with that. If and when you die, you join the Peanut Gallery and enjoy the show as you watch your fellow players make the final decisions and figure out who ends up surviving the Grandiose Disaster!



A GRANDIOSE DISASTER PRESENTS:
THE LOVE CRAFT

The year is 1979. The *MS Honorary of the Pacific*, also known as The Love Craft, has set on its next sexy, horrifying, fun-filled, and sanity-draining voyage.

You are guests or crew members of The Love Craft. If you're a guest on the ship, you are looking forward to a week's rest and relaxation as you cruise the Pacific. Or possibly you work aboard the Love Craft as one of the diligent and *completely innocent* crew members.

We start the Scenario in the middle of the voyage. You spent the day touring a Shadowy And Unnamed South Pacific Island and are back aboard, about to begin a delicious meal of exotic seafood in the ship's restaurant.

Tonight's entertainment includes an art auction which many of you are looking forward to. The moon is full and bright outside, rippling and reflecting off the ocean water stretching to the horizon in every direction.

THINGS TO THINK ABOUT:

- ☞ Why are you here? To party? To relax? Maybe you're part of the crew? Maybe you're interested in the south seas or the art auction?
- ☞ How do you feel about the other people on board, not just those with whom you have a history?

SCENARIO NOTES

This Scenario uses a number of additional rules, listed on the next page. Please read them before you begin character creation. This Scenario adds a number of new mechanics to the game so make sure you're comfortable with handling them. A run of The Love Craft may particularly benefit from having an Organizer who does not play a character.

This Scenario adds a special character Template, The Psychiatrist. It is not required that somebody play The Psychiatrist, but it will be a big benefit if somebody does.

In addition to Extra Information and Extra Angst cards this Scenario uses Excursion and Quirk cards.

THE FOLLOWING CHALLENGES ARE USED IN THIS SCENARIO:

- ☞ Agility
- ☞ Cleverness
- ☞ Knowledge
- ☞ Resources
- ☞ Toughness

HOW TO USE THIS DOCUMENT

Print out or copy all pages of the scenario, single sided. Each page is one scene, stack the pages with Scene 1 on top. Place this intro page on top of the stack, where it's easy for players to read and reference while they make characters. Print out the Extra Information, Excursions and Quirks pages and cut into cards before play. Print and prep the Extra Angst cards as well, if using them. You will also need copies of the Character Templates from the main *A Grandiose Disaster* rulebook. You can download those, and purchase pre-printed Character Information cards, at NDPDESIGN.COM/AGD.



THE LOVE CRAFT EXTRA INFO

CREATING CHARACTERS

The Love Craft uses the base character Templates, as well as a special Template presented on **P 34** of the main book, The Psychiatrist.

Make sure to get the Extra Information for your Character Template. That will explain how much sanity you start with (see below). Players creating characters from the same Template should share these cards.

After you have created your character, decide which Shore Excursion you took while on the Shadowy And Unnamed South Pacific Island. You have four choices. Choose one, draw a card at random, and keep the results to yourself. You may discuss them once the Scenario starts.

-  The Cyclopean Ruins
-  The Non-Euclidean City
-  The Beach
-  Stayed on Board the Ship

Note that there are four choices, each with four options. You must choose one that still has cards remaining when you get to it. Apologies if your shore excursion was full.

SANITY

You start the game with a number of Sanity points, as noted on your Extra Information card. When you come to a scene with an icon that matches one on your card, you have the choice of losing one Sanity or taking a Quirk. In fact, any time you would lose Sanity, you may take a Quirk instead, **up to a total of two Quirks**. If your Sanity reaches 0 then you have gone Insane (see below).

Once you have two Quirks, you have no choice but to lose the Sanity.

When you take a Quirk, draw a random Quirk Card. That is your Quirk for the rest of the Scenario. Some Quirks reference specific character numbers. If, when you draw the Quirk, that character number is not in the game or the character referenced by that number is dead, then discard the Quirk and draw a new one.

LOSING ALL YOUR SANITY

When you lose all your Sanity, your character goes insane and stays insane for the remainder of the Scenario. At that time, roll a six-sided die. Compare it to the total of the numbers on the bottom right of your Quirk cards. If the roll is less than the sum of those numbers, then you have gone Violently Insane. Otherwise, you are just normal, garden variety insane. (If you go insane without having any Quirk cards, then you do not go Violently Insane).

If you are **not** Violently Insane, then your insanity is treated as if you are **Distraught** with insanity for the rest of the game.

If you **are** Violently Insane, you must demonstrate this in the scene, and the group must either choose for your character to die or for another character to become **Wounded**. This is in addition to any other deaths or woundings in the scene. If they do not choose to kill you, you continue rolling the die at the start of each future scene to see if your character continues to be Violently Insane or calms down, becoming Non-Violently Insane.

Make sure to roleplay your Quirks and insanity. It's more fun for everyone if you do. You may still talk and interact with others when you are insane.

EXTRA ANGST

Unlike the other Scenarios, do not take Extra Angst cards *before* the Scenario. Instead, everyone takes one Shore Excursion. If you wish to add Extra Angst to the Scenario, there are two Extra Angst cards that may be handed out in specific scenes based on character actions, so have some of those on hand in case they are triggered.



EXTRA INFORMATION
FOR THE COP

You start the Scenario with 2 Sanity.

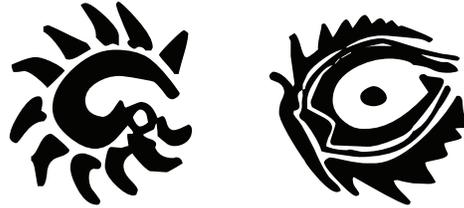
You lose a Sanity when you are in a scene with this icon:



EXTRA INFORMATION
FOR THE CRIMINAL

You start the Scenario with 3 Sanity.

You lose a Sanity when you are in a scene with either of these icons:



EXTRA INFORMATION
FOR THE SIDEKICK

You start the Scenario with 2 Sanity.

You lose a Sanity when you are in a scene with this icon:



EXTRA INFORMATION
FOR THE CHILD

You start the Scenario with 2 Sanity.

You lose a Sanity when you are in a scene with this icon:



EXTRA INFORMATION
FOR THE INVESTOR

You start the Scenario with 2 Sanity.

You lose a Sanity when you are in a scene with this icon:



EXTRA INFORMATION
FOR THE ELECTED OFFICIAL

You start the Scenario with 2 Sanity.

You lose a Sanity when you are in a scene with this icon:



EXTRA INFORMATION
FOR THE SOLDIER

You start the Scenario with 2 Sanity.

You lose a Sanity when you are in a scene with either of these icons:



EXTRA INFORMATION
FOR THE PSYCHIATRIST

You start the Scenario with 3 Sanity.

You lose a Sanity when you are in a scene with this icon:



EXTRA INFORMATION
FOR THE CONTRARIAN

You start the Scenario with 2 Sanity.

You lose a Sanity when you are in a scene with this icon:



EXTRA INFORMATION
FOR THE RELIGIOUS FIGURE

You start the Scenario with 2 Sanity.

You lose a Sanity when you are in a scene with this icon:



EXTRA INFORMATION
FOR THE REPORTER

You start the Scenario with 2 Sanity.

You lose a Sanity when you are in a scene with this icon:



EXTRA INFORMATION
FOR THE ATHLETE

You start the Scenario with 2 Sanity.

You lose a Sanity when you are in a scene with this icon:



EXTRA INFORMATION
FOR THE GENIUS

You start the Scenario with 2 Sanity.

You lose a Sanity when you are in a scene with either of these icons:



EXTRA INFORMATION
FOR THE MEDICAL WORKER

You start the Scenario with 2 Sanity.

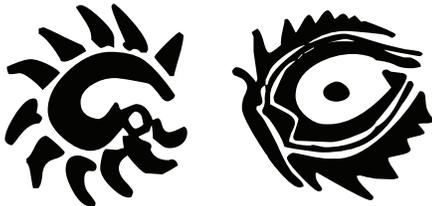
You lose a Sanity when you are in a scene with this icon:



EXTRA INFORMATION
FOR THE CELEBRITY

You start the Scenario with 2 Sanity.

You lose a Sanity when you are in a scene with either of these icons:



EXTRA INFORMATION
FOR THE DOOMSAYER

You start the Scenario with 2 Sanity.

You lose a Sanity when you are in a scene with either of these icons:



EXCURSION: THE BEACH

You have a nice, relaxing day at the beach. You start the Scenario with one additional Sanity.

EXCURSION: THE BEACH

While you are relaxing on the beach, one of the natives comes over and starts talking to you of the island's old religions. Apparently the islanders used to believe in a race of undersea beings led by a sleeping god. For some reason, these tales shake you to your core.

When you are in a scene with this icon, you are **Distraught** with terror:



EXCURSION: THE BEACH

As you relax on the beach, you start to drift off. The sunlight reflecting off the water in the distance is soothing...

Wait! Were those lights under the water *moving*? That can't be right. It must have been a dream.

Take a Quirk or lose one Sanity when you are in a scene with this icon:



EXCURSION: THE BEACH

You drift off and have a strange and bizarre dream.

你 能 看 到 那 些 光 在 水 下 移 动 吗 那 不 可 能 对 吧 那 必 须 是 一 个 梦 想
你 等 待 着 那 些 光 在 水 下 移 动 吗 那 不 可 能 对 吧 那 必 须 是 一 个 梦 想
你 等 待 着 那 些 光 在 水 下 移 动 吗 那 不 可 能 对 吧 那 必 须 是 一 个 梦 想
你 等 待 着 那 些 光 在 水 下 移 动 吗 那 不 可 能 对 吧 那 必 须 是 一 个 梦 想
你 等 待 着 那 些 光 在 水 下 移 动 吗 那 不 可 能 对 吧 那 必 须 是 一 个 梦 想

You wake with a feeling of dread and start the Scenario with a Quirk or one less Sanity.

(If you get the Temporarily Insane Quirk, put it back and choose a new one).



**EXCURSION:
THE NON-EUCLIDEAN CITY**

The city is strange and confusing and you need to stay with your local guide at all times. You marvel at the complexities of the geometry and how it was all constructed using primitive building materials.

You take some pictures, but when you examine them later they are all blurry. At least nothing bad happened to you during your excursion.

**EXCURSION:
THE NON-EUCLIDEAN CITY**

You find yourself separated from the group and wander, lost, throughout the city for hours. Nobody speaks your language and nobody can help you find your way out. You are barely able to make it back to the ship before it departs.

You start the game with your choice of a Quirk or one less Sanity.

(If you get the Temporarily Insane Quirk, put it back and choose a new one).

**EXCURSION:
THE NON-EUCLIDEAN CITY**

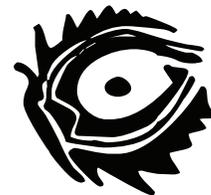
You happen upon a young lady reading fortunes in the streets of the city. You give her a little bit of the strange local currency. She takes your hand, examines your palm, and blanches. She drops your hand and makes an odd gesture, then grabs her stuff and bolts away.

You are shaken, but do not lose any Sanity over it.

**EXCURSION:
THE NON-EUCLIDEAN CITY**

At one point, you come across a local temple decorated with strange symbols. You go inside...

You have no memory of your time inside the temple, just emerging some time later with a splitting headache. Lose one Sanity (or gain a Quirk). Also, when you come to a scene with the following icon, you are **Dis-
traught** with flashbacks for the duration of that scene.



EXCURSION: THE CYCLOPEAN RUINS

The ruins are strange and eerily beautiful. They are far taller than any ruins have any right to be, and their structure leaves you puzzled. You also find a few strange symbols pressed into the rocks. You took some photographs and have a few things to talk about, and nothing particularly bad happened to you.

EXCURSION: THE CYCLOPEAN RUINS

You wander around the ruins for a while. You forgot to bring a hat and the sun beats down on your head, and you also seem to have run out of water. You become dehydrated and lost in the dizzyingly tall ruins. The world spins around you as you pass out and have a vision of a strange place outside of time or space. The ruins; the ruins point directly at it!

You start the game with your choice of a Quirk or one less Sanity.

(If you get the Temporarily Insane Quirk, put it back and choose a new one).

EXCURSION: THE CYCLOPEAN RUINS

While wandering around the ruins, you must have touched the wrong stone. You find your body taken over by a member of the Great Race. You are eerily inhuman, and should act odd during the Scenario.

You do not lose Sanity. If your character becomes **Wounded**, the Yithian leaves your body. You will have no memories since wandering around the Ruins and will again be able to lose Sanity.

For more information, do an internet search for Yithian before the Scenario starts.

EXCURSION: THE CYCLOPEAN RUINS

You found an odd lucky charm in the Ruins, an odd five pointed star that seems to be made of soapstone. You may show it to other characters.

You get one extra use of one of your Abilities during the Scenario (either pick an additional Ability to have, or note that you get to use the one you've picked twice).



**EXCURSION:
ABOARD THE SHIP**

You spend the day aboard the ship. You happen to notice that some of the crew are being distributed strange robes and cowls from the laundry. When you ask, you are told that they are costumes for tomorrow's performance of *The King In Yellow*. Might be worth going to see.

**EXCURSION:
ABOARD THE SHIP**

You poke around the ship and visit the art gallery on board. There is a picture there covered by a heavy curtain. A uniformed man blocks you from taking a peek underneath. You hear some of the crew talking about "the model" and how it is in the hold. You are unsure what that means.

**EXCURSION:
ABOARD THE SHIP**

While looking off the deck of the ship, you can see down into the clear water below you. You could swear for a moment that you see human-like fish being swimming in the water. You are shaken to the core. Start the Scenario with a Quirk or one less Sanity.

(If you get the Temporarily Insane Quirk, put it back and choose a new one).

**EXCURSION:
ABOARD THE SHIP**

You spend the day on the ship talking to the crew. Some of them seem to be unsettled. Rumors abound about strange off-shore lights and ships disappearing in this area. Also some of them say that the night sky looks strange, like the stars are wrong. You are a little unnerved, but you don't lose any Sanity. Yet.



QUIRK

Choose one of your positive relationships.

That person is secretly plotting to kill you.

If you lose your last point of Sanity, sum the numbers on all of your Quirk Cards and roll 1d6. If you roll under this sum, you are now **Violently Insane**. If not, you are **non-Violently Insane**.

1

QUIRK

Character #12 is going to betray us all.

If there is no Character #12 at this time, discard this card and draw a new one.

If you lose your last point of Sanity, sum the numbers on all of your Quirk Cards and roll 1d6. If you roll under this sum, you are now **Violently Insane**. If not, you are **non-Violently Insane**.

2

QUIRK

Character #3 is secretly plotting against you.

If there is no Character #3 at this time, discard this card and draw a new one.

If you lose your last point of Sanity, sum the numbers on all of your Quirk Cards and roll 1d6. If you roll under this sum, you are now **Violently Insane**. If not, you are **non-Violently Insane**.

2

QUIRK

Character #4 does not exist. They are a mass hallucination.

If there is no Character #4 at this time, discard this card and draw a new one.

If you lose your last point of Sanity, sum the numbers on all of your Quirk Cards and roll 1d6. If you roll under this sum, you are now **Violently Insane**. If not, you are **non-Violently Insane**.

2



QUIRK

Violence is never the answer! We must stop the violence to stop the madness.

*If you lose your last point of Sanity, sum the numbers on all of your Quirk Cards and roll 1d6. If you roll under this sum, you are now **Violently Insane**. If not, you are **non-Violently Insane**.*

4

QUIRK

It is all the fault of this accursed vessel. We must destroy The Love Craft!

*If you lose your last point of Sanity, sum the numbers on all of your Quirk Cards and roll 1d6. If you roll under this sum, you are now **Violently Insane**. If not, you are **non-Violently Insane**.*

3

QUIRK

***It is all the fault of Pickmans' portrait
It must be destroyed!***

*If you lose your last point of Sanity, sum the numbers on all of your Quirk Cards and roll 1d6. If you roll under this sum, you are now **Violently Insane**. If not, you are **non-Violently Insane**.*

1

QUIRK

This is all some sort of mass hallucination.

*If you lose your last point of Sanity, sum the numbers on all of your Quirk Cards and roll 1d6. If you roll under this sum, you are now **Violently Insane**. If not, you are **non-Violently Insane**.*

1



QUIRK

Choose one of your negative relationships.

That person is secretly plotting to kill you.

*If you lose your last point of Sanity, sum the numbers on all of your Quirk Cards and roll 1d6. If you roll under this sum, you are now **Violently Insane**. If not, you are **non-Violently Insane**.*

3

QUIRK

Choose one of your negative relationships.

That person is secretly plotting to kill you.

*If you lose your last point of Sanity, sum the numbers on all of your Quirk Cards and roll 1d6. If you roll under this sum, you are now **Violently Insane**. If not, you are **non-Violently Insane**.*

3

QUIRK

Choose one of your negative relationships.

That person is secretly plotting to kill you.

*If you lose your last point of Sanity, sum the numbers on all of your Quirk Cards and roll 1d6. If you roll under this sum, you are now **Violently Insane**. If not, you are **non-Violently Insane**.*

3

QUIRK

Character #11 is an agent of the monsters.

If there is no Character #11 at this time, discard this card and draw a new one.

*If you lose your last point of Sanity, sum the numbers on all of your Quirk Cards and roll 1d6. If you roll under this sum, you are now **Violently Insane**. If not, you are **non-Violently Insane**.*

2



QUIRK

Choose one of your positive relationships.

You are convinced that only they can save you.

*If you lose your last point of Sanity, sum the numbers on all of your Quirk Cards and roll 1d6. If you roll under this sum, you are now **Violently Insane**. If not, you are **non-Violently Insane**.*

1

QUIRK

Choose one of your positive relationships.

You are convinced that only they can save you.

*If you lose your last point of Sanity, sum the numbers on all of your Quirk Cards and roll 1d6. If you roll under this sum, you are now **Violently Insane**. If not, you are **non-Violently Insane**.*

1

QUIRK

*Everyone is secretly plotting to kill you!
They are all in on this together!*

*If you lose your last point of Sanity, sum the numbers on all of your Quirk Cards and roll 1d6. If you roll under this sum, you are now **Violently Insane**. If not, you are **non-Violently Insane**.*

4

QUIRK

Choose one of your positive relationships.

You must keep them alive at any cost!

*If you lose your last point of Sanity, sum the numbers on all of your Quirk Cards and roll 1d6. If you roll under this sum, you are now **Violently Insane**. If not, you are **non-Violently Insane**.*

1



QUIRK

Character #5 is secretly plotting against your positive relationships.

If there is no Character #5 at this time, discard this card and draw a new one.

*If you lose your last point of Sanity, sum the numbers on all of your Quirk Cards and roll 1d6. If you roll under this sum, you are now **Violently Insane**. If not, you are **non-Violently Insane**.*

2

QUIRK

Character #6 is obviously in charge here.

If there is no Character #6 at this time, discard this card and draw a new one.

*If you lose your last point of Sanity, sum the numbers on all of your Quirk Cards and roll 1d6. If you roll under this sum, you are now **Violently Insane**. If not, you are **non-Violently Insane**.*

2

QUIRK

Character #7 is secretly plotting to kill you.

If there is no Character #7 at this time, discard this card and draw a new one.

*If you lose your last point of Sanity, sum the numbers on all of your Quirk Cards and roll 1d6. If you roll under this sum, you are now **Violently Insane**. If not, you are **non-Violently Insane**.*

2

QUIRK

Character #8 is a zombie and needs to be destroyed.

If there is no Character #8 at this time, discard this card and draw a new one.

*If you lose your last point of Sanity, sum the numbers on all of your Quirk Cards and roll 1d6. If you roll under this sum, you are now **Violently Insane**. If not, you are **non-Violently Insane**.*

2



QUIRK

Character #9 is one of *them*.

If there is no Character #9 at this time, discard this card and draw a new one.

*If you lose your last point of Sanity, sum the numbers on all of your Quirk Cards and roll 1d6. If you roll under this sum, you are now **Violently Insane**. If not, you are **non-Violently Insane**.*

2

QUIRK

Character #10 is evil incarnate.

If there is no Character #10 at this time, discard this card and draw a new one.

*If you lose your last point of Sanity, sum the numbers on all of your Quirk Cards and roll 1d6. If you roll under this sum, you are now **Violently Insane**. If not, you are **non-Violently Insane**.*

2

QUIRK

**The gods require a sacrifice.
One of us must die to save us all.**

*If you lose your last point of Sanity, sum the numbers on all of your Quirk Cards and roll 1d6. If you roll under this sum, you are now **Violently Insane**. If not, you are **non-Violently Insane**.*

3

QUIRK

**This is all a bad dream and
nothing we do really matters.**

*If you lose your last point of Sanity, sum the numbers on all of your Quirk Cards and roll 1d6. If you roll under this sum, you are now **Violently Insane**. If not, you are **non-Violently Insane**.*

3



QUIRK

*You are Temporarily Insane (**Distraught**) for the rest of this scene.*

*If you lose your last point of Sanity, sum the numbers on all of your Quirk Cards and roll 1d6. If you roll under this sum, you are now **Violently Insane**. If not, you are **non-Violently Insane**.*

1

QUIRK

*You are Temporarily Insane (**Distraught**) for the rest of this scene.*

*If you lose your last point of Sanity, sum the numbers on all of your Quirk Cards and roll 1d6. If you roll under this sum, you are now **Violently Insane**. If not, you are **non-Violently Insane**.*

1

QUIRK

Maybe if we serve the strange giant creature, it will let us live.

*If you lose your last point of Sanity, sum the numbers on all of your Quirk Cards and roll 1d6. If you roll under this sum, you are now **Violently Insane**. If not, you are **non-Violently Insane**.*

1

QUIRK

It is all the crew's fault. They must die!

*If you lose your last point of Sanity, sum the numbers on all of your Quirk Cards and roll 1d6. If you roll under this sum, you are now **Violently Insane**. If not, you are **non-Violently Insane**.*

2



QUIRK

*Choose one of your positive relationships.
You must keep them alive at any cost!*

*If you lose your last point of Sanity, sum the numbers on all of your Quirk Cards and roll 1d6. If you roll under this sum, you are now **Violently Insane**. If not, you are **non-Violently Insane**.*

1

QUIRK

There is a curse on this boat that can only be broken by the secret ritual.

*If you lose your last point of Sanity, sum the numbers on all of your Quirk Cards and roll 1d6. If you roll under this sum, you are now **Violently Insane**. If not, you are **non-Violently Insane**.*

2

EXTRA ANGST: EXAMINING PICKMAN'S PORTRAIT

The picture on that portrait is of something not human, some sort of unearthly creature. But it is painted in such loving detail—as if Pickman had actually seen the creature in question and *maybe* got it to *pose* for him.

You are shaken (**Distraught**) for this scene and you lose a Sanity when you come to a Scene with this icon:



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**EXTRA ANGST:
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The picture on that portrait is of something not human, some sort of unearthly creature. But it is painted in such loving detail—as if Pickman had actually seen the creature in question and *maybe* got it to *pose* for him.

You are shaken (*Distraught*) for this scene and you lose a Sanity when you come to a Scene with this icon:



**EXTRA ANGST:
DISCUSSING THE FISH-PEOPLE**

You realize that some of the fish-people were wearing jewelry identical to those worn by the islanders. Could the islanders somehow be related to the fish-people?

Lose a Sanity.

**EXTRA ANGST:
DISCUSSING THE FISH-PEOPLE**

You thought you saw some cloaked figures on board the ship helping the fish-people. Upon further reflection, you think they might have been some of the crew under those cloaks. Are the crew in on this? Did they lead you here intentionally?

Lose a Sanity.

**EXTRA ANGST:
DISCUSSING THE FISH-PEOPLE**

Now that you think back, you had heard legends about fish-people living off the coast of Innsmouth, a small town in Massachusetts. Could those rumors be true? If so, you may not be safe anywhere.

Lose one Sanity.



DINNER

SUGGESTED TIME LIMIT: 15 MINUTES

6+

PLAYERS

SCENE 1

You have each had an exciting day's adventure, and have gathered to talk about your day over a delicious dinner of exotic seafood with strange and unique flavors.

There is an art auction later in the evening, and there is enough time to take a short stroll on the deck after dinner.

But for now, you gather in the lavishly decorated dining room and enjoy your food, drinks, and companionship.

This might be the perfect time to introduce yourself to your traveling companions and get to know everyone.

The scene ends after 15 minutes.

Continue to the next scene after 15 minutes.





A WALK ON DECK

SUGGESTED TIME LIMIT: 5 MINUTES

6+

PLAYERS

SCENE 2

It is a short walk from the dining room to the theater for the art auction. Night fell during dinner and there is a full moon hanging red in the sky.

As you walk the deck enjoying the way the stars reflect upon the rippling waves, you realize that the lights under the water don't seem to quite match up with the lights in the sky.

And when you look up at the stars, their position seems wrong somehow.

You blink and shudder, and then everything is back to the way it should be. Are you coming down with something?

You try to repress your feeling of dread and hurriedly make your way down the deck to the auction.

The scene ends after walking on the deck and making your way downstairs.

Continue to the next scene in 5 minutes.





THE ART AUCTION

SUGGESTED TIME LIMIT: 10 MINUTES

6+

PLAYERS

SCENE 3

The auction starts slowly with a few pieces that nobody really cares about. The big curiosity is a painting by noted artist Richard Upton Pickman. For some reason it has been covered by a heavy curtain and is not visible to the audience.

The auction goes on for nearly an hour, becoming more and more boring. Finally, the auctioneer calls for the pièce de résistance to be brought to the podium and revealed to all.

Two men go to lift the large, heavy painting, when suddenly there is a loud, unearthly sound from outside the room and the ship lurches onto its side.

The room is pandemonium as priceless works of art, furniture, and hapless people are tossed about like toys in a collapsing dolls house.

A few moments later, the ship comes to rest on its side. You can hear *something* moving outside, something that seems to be as large as the ship.

In the chaos, Pickman's portrait has become uncovered. Anyone who wishes to examine it takes an Extra Angst for Examining Pickman's Portrait card (Limit three, so no more than three people may examine the portrait before moving on.)

The scene ends when the players have recovered from the chaos and are ready to move on.

Continue to the next scene in 10 minutes.



WHAT IS THAT?!

SUGGESTED TIME LIMIT: 7 MINUTES

6+

PLAYERS

SCENE 4

You gather yourselves up and rush outside as best you can. The ship is on its side and will likely sink soon. You need to get to the lifeboats!

But your attention is immediately captured by the reason the ship is in its terrible situation, although reason has nothing to do with what your mind is trying to process.

It is immensely tall, rising at least ten stories above the waves. And that is just the head. It has the ship in its tentacle covered mouth, and you can see segmented eyes focusing on the various people running in panic on the deck.

You need to get off of this ship and get away from this thing now!

*The scene is set in one place, just outside the art auction.
It lasts until the players are done being horrified.*

All characters lose 1 Sanity.

**9+ Players: Also make an Agility Challenge or
choose a character to become Wounded.**





RUN FOR YOUR LIVES

SUGGESTED TIME LIMIT: 7 MINUTES

6+

PLAYERS

SCENE 5

Everyone on the ship breaks into a blind panic. Some are stricken with shock at the visage of the strange aquatic monster attacking your ship. Some are gibbering like fools. But most are running without thought to where they are going.

And even if you try to be calm and collected, you can see that there are beings coming up out of the water, strange fish people that seem equally at home on land and beneath the waves. They have spears and knives and seem determined to attack anyone who gets in their way.

You have no choice but to keep running and to hide. You can argue where to go, but will end up inside the ship, almost as if you were herded there.

*The scene is running in a blind panic.
It ends with the players running in through a door into the ship.*

Make a Toughness Challenge or choose a character to become Wounded.



A MAZE OF CORRIDORS

SUGGESTED TIME LIMIT: 7 MINUTES

6+

PLAYERS

SCENE 6

You run and run through the hallways, just trying to escape, to find a moment of sanity in the chaos and horror that your ship has become.

The strange creatures are attacking and giving chase. With some knowledge of the ship's layout, perhaps you can survive, but with just blind panic you are likely doomed.

The scene is running through a maze of hallways. It ends with the players reaching a room and slamming a door shut behind them.

Make a Knowledge Challenge or choose a character to die.



SAFE IN THE HOLD

SUGGESTED TIME LIMIT: 10 MINUTES

6+

PLAYERS

SCENE 7

You have no clear memories of how you got here, but you find yourself huddled in the hold in what was once the bottom of the ship.

It is dark, but you have managed to bar the doors and you feel a small sense of relief. You can hear sounds outside, but you are probably safe... for now.

You need to make plans. You need to regroup and get off this ship. There are lifeboats somewhere, and maybe you could scrounge some medical supplies here.

You may also take a moment to reflect on the strange fishlike beings that are pounding on the door as you barricade further. If you do so, you must take an Extra Angst for Discussing the Fishpeople card. (Limit three, so up to three character can have this discussion)

*The scene takes place entirely within the hold.
It ends when the players have finished healing and discussing.*

***Make a Cleverness or Resources Challenge to allow
this scene to have this icon:***





RUSTLING IN THE DARK

SUGGESTED TIME LIMIT: 7 MINUTES

6+

PLAYERS

SCENE 8

It is dark in the hold and you cannot see properly, but as you continue to hold out against the creatures outside, you hear something rustling amongst the luggage.

As you investigate, you find a cage that had been overturned during the commotion. Whatever was inside has made its escape and is in there with you. Surely it could not be worse than the horrors outside?

But then you see it. At first it is silhouetted against the stray beams of moonlight that illuminate the hold, but it moves and you can see it properly, human sized, but not human, all claws and fur and glowing red eyes and sharp pointed teeth.

It pauses then springs and attacks. You must fight for your life to stop the thing.

The takes place entirely within the hold.

It is a fight scene and it ends with the players destroying the creature.

Choose a character to die.





ESCAPE!

SUGGESTED TIME LIMIT: 7 MINUTES

6+

PLAYERS

SCENE 9

At great cost, you have managed to destroy the creature. Its broken body lies in front of you, a mockery of humanity.

But while you were occupied with the confrontation, you failed to protect the door, and the creatures outside have managed to break through your fortifications.

You hear a cry of "to the lifeboats!" They may not be safe, but they are your only hope to get away from this accursed ship.

You run from the room, toward the lifeboats as you try to fight off those accursed monsters. They are tough and difficult to damage, but they are slow and clumsy on land.

They do not move right and something about that hurts your mind.

The scene first involves the fish-creatures breaking into the hold, then a brief fight and escape. It then turns into a chase scene and ends with the players on deck heading toward the lifeboats.

Make an Agility Challenge or choose a character to die.





THE CULT

SUGGESTED TIME LIMIT: 7 MINUTES

6+

PLAYERS

SCENE 10

You run for all you are worth, legs pumping, lungs about to burst. The hideous creature, the thing that is too tall, too wrong to exist is toward the front of the ship so you run toward the back, which they call aft. It is strange how your mind works, recalling trivial things like that when your very existence is in peril.

You can hear that you are leaving the fish beings behind, but stop in your tracks when you round a corner and see that a collection of strange hooded figures have set up a sacrificial altar on the shuffleboard court.

They are in a circle surrounded by strange glowing runes and are chanting something unearthly. And...do you recognize some of the crew under those hoods?

Their actions must be related to the monstrosities engulfing the ship, but your decision of fight or flight is curtailed when their leader notices you and they start shooting beams of eldritch energy from their hands.

One of you is struck down, but you are able to break their circle and leave them in ruins.

*The scene is a fight with cultists.
It ends when all the cultists have been taken down.*

Choose a character to die.





THE LIFEBOATS

SUGGESTED TIME LIMIT: 7 MINUTES

6+

PLAYERS

SCENE 11

The Cult is broken, their circle and altar in ruins, but it is all for naught. The giant monstrosity is still rampaging and... is it starting to devour the ship? It can eat metal? What... what sort of thing is it?

You must get off this accursed sailing vessel.

You reach the last set of lifeboats on the aft side of the ship. All but one are in ruins or missing. And the ship is still on its side.

Someone will have to stay behind to lower the boat into the water so the rest of you can get away.

The scene ends with one person still on board operating the winch while the rest are together and being lowered in the life boat. The scene ends before the lifeboat reached the water.

Choose a character to stay aboard, and die.





A PERILOUS FALL

SUGGESTED TIME LIMIT: 5 MINUTES

6+

PLAYERS

SCENE 12

The lifeboat starts lowering the five stories into the water, but the winches were built assuming the ship was righted, not on its side.

You run out of rope halfway through and the lifeboat plummets toward the water.

*This scene takes place entirely during the fall.
The landing ends the scene.*

Choose a character to become Wounded.





THE HIDEOUS SKY

SUGGESTED TIME LIMIT: 5 MINUTES

6+

PLAYERS

SCENE 13

The lifeboat is in the water and you start hurriedly making your way away from the giant bat winged monstrosity with tentacles for lips.

Out over the open waters, the sky is a crazy miasma of colors. It almost looks as if there is a giant hole in the sky and you could see a long distance to some other land or plane of existence.

Staring at the sky for too long seems to hurt your brain so you turn back to the task at hand: escaping the creature.

The scene gives the players a chance to take a breath and make any last in-character decisions. It ends when the players are ready.

Continue to the next scene in 5 minutes.





IT GIVES CHASE

SUGGESTED TIME LIMIT: 7 MINUTES

6+

PLAYERS

SCENE 14

Your worst fears are realized. The hideous monstrosity has spotted your escape.

It stretches its wings, makes a hideous call, and rises out of the water and begins to make chase.

It glides toward you, aloft on wings of impossibility. The motor of the lifeboat seems insufficiently powerful to get away. It gains on you and it opens its maw; you can see the gullet inside.

It seems poised to devour your boat whole when someone fires a flare gun directly into its mouth.

There is a bright flash and the world goes black.

The scene ends when the flare gun is shot.

All characters lose 1 Sanity.



EPILOGUE

FINAL SCENE

6+

PLAYERS

SCENE 15

You come back to consciousness several weeks later in an asylum in Los Angeles. You are the sole survivors of the insanity that befell the Love Craft. Some debris was found, but nothing else of significance.

You are still suffering the effects of dehydration and exposure and you have no memories of how you escaped or, indeed, of anything until you came around.

The asylum staff say that you have been raving nonsense since you were recovered, and you aren't certain how much you should say. But at least that horrible nightmare is behind you, and you alone are left to tell the tale.

The scene ends when the players are ready.

Roll Credits!

