



WELCOME BACK, INVESTIGATOR.

The passages below continue the adventure found in issue #3 of *Arkham Horror: The Terror at the End of Time*, from Dark Horse Comics. If you haven't already, pick up a copy of the comic book to begin playing through this *Arkham Horror Investigators Gamebook* adventure.

*Now, grab your dice, your pencil, and your courage.
The world as we know it is in your hands.*

11

You quickly flick the lights off and on again.

"And how is that going to help recover my property?" Mrs Meyer asks acidly.

Ignoring her, you address Captain Petersen: "Is this the only light switch for this room?"

"No," he replies. "There is another one outside in the passageway."

If you now want to check the door, turn to **31**.

If you would rather see what you can find out by talking to the others present, turn to **56**.

12

You were not aware of anyone entering the dining room when the lights went out, even for a moment. And no one left, but someone inside could have passed something to someone waiting in the corridor outside. And that same person was most

likely the one who turned out the lights, plunging the room into darkness, enabling the jewel thief to lift the pendant from Mrs Meyer's neck.

You are aware of a lingering smell of Bay Rum [COLOGNE] in the air that you are sure was not there before the lights went out.

So, the Magpie – if the Magpie has indeed joined you on the voyage from Monaco to Boston – has an accomplice. You can well imagine that with the authorities hot on his heels, the jewel thief decided it best to simply leave the continent by the most convenient means possible.

But then another thought strikes you. If the accomplice was outside in the corridor, and no one departed when the lights went out, then the thief must be someone still in the captain's dining room with you!

Take the **SECRET: The Accomplice**, record the [COLOGNE] on your Character Sheet, and take +1 CLUE.

Turn to **21**.

13

The haunting similarity between Lutine Seydoux and the dead crewman is almost enough to convince you of how the widow's precious necklace was stolen and by whom.

It seems highly likely that it is Mrs Meyer's own maid who has absconded with the stolen necklace, having been aided in the first place by her brother. She must have managed to recover the necklace from him somehow either before or after he was killed. Take +1 INTELLECT.

But it doesn't explain how Lutine's own flesh and blood met with such an untimely and grisly end. In fact, it all makes about as much sense as James Joyce's *Ulysses*! Is Mademoiselle Seydoux responsible for her brother's murder as well as the theft of the widow's jewelry?

Turn to **53**.



16

"I can assure you that Lutine is not hiding in my quarters!" Mrs Meyer protests, as you and the captain make your way briskly through the ship to her accommodation.

Upon reaching room the room in question, the captain tries the door only to find it locked.

"It is a shame the pendant was not securely locked away in your cabin," you remark.

"Key?" says the captain.

"I refuse to give it to you," Mrs Meyer protests. "I can assure you that Lutine is not being held prisoner in my sleeping quarters."

"Mrs Meyer, if would just oblige us," you say. "We are only doing this to help you."

Make a persuasion test. Roll one die and add your **WILLPOWER**. You may spend +1 **RESOURCE** to roll two dice and pick the highest. What's the overall result?

"do you have any idea who stole Mrs Meyer's necklace?"

Well, do you? During the course of your investigation, you may have acquired one or more of the following: [**CAMPHOR**], [**COLOGNE**], and [**CUFFLINK**].

Which do you have?

- [**CAMPHOR**] only: turn to 23.
- [**COLOGNE**] only: turn to 48.
- [**CUFFLINK**] only: turn to 13.
- [**CAMPHOR**] and [**COLOGNE**]: turn to 42.
- [**CAMPHOR**] and [**CUFFLINK**]: turn to 43.
- [**COLOGNE**] and [**CUFFLINK**]: turn to 33.
- None of them: turn to 53.

14

No matter how strict Mrs Meyer's tone or how clear her demand, there is something about all this that doesn't add up.

What do you want to do?

- Return Mrs Meyer's necklace as commanded: turn to 30.
- Keep a hold of it for the time being: turn to 24.

15

Subconsciously, you seize hold of your bronze medallion as a most unladylike curse escapes your lips. From somewhere you find the strength to face the horror and not lose your mind. But the evidence of your own eyes would suggest that it could still claim your life at any moment.

What do you want to do?

- Give the pendant to Mrs Meyer: turn to 60.
- Prepare to fight for your life: turn to 28.

- Total of 8 or more, Mrs Meyer obliges you by unlocking the door: turn to 55.
- 7 or less: turn to 45.

17

The clues are coming together, and you are starting to piece together a picture of what has happened this night aboard the *SS Leviathan* that, at least in part, explains some of tonight's curious events.

"So," Captain Petersen says,

18

Having spent several days on board the *SS Leviathan* already, you know which is Mrs Meyer's cabin. Captain Petersen raps on the door and his knock is answered by the widow's voice carrying from inside the cabin. "Who is it?"

"It's Captain Petersen, Mrs Meyer."

"What do you want?" comes the curt reply.

"We need to search your cabin, Mrs Meyer," you put in.

There is a flurry of activity on the other side of the door, then it opens a crack. You are met by a glowering Mrs Meyer. "Don't



be so ridiculous. Whatever for? I can assure you that my necklace is not here!”

Setting yourself against the cantankerous woman in a battle of wills, you put your mind to persuading her to admit you to her private berth.

Make a persuasion test. Roll one die and add your **WILLPOWER**. You may spend +1 **RESOURCE** to roll two dice and pick the highest. What’s the overall result?

Total of 9 or more, you win the battle of wills: turn to **55**.
8 or less: tun to **45**.

19

Turning to Mrs Meyer’s maid, you say, “Lutine, you were close to the door when it opened. What did you see?”

“I didn’t see anything,” she says, her breathing fast and shallow. Her darting emerald eyes take in everyone around the room in turn. “But I did feel something. I felt someone pass by me.”

“Moving in which direction?” you ask.

Lutine thinks for a moment. “From left to right.” So, in other words, someone from the opposite side of the room from her.

The only person standing on the other side of the room now is Bradley Waller. Could he have crossed the room, lifted Mrs Meyer’s necklace from about her neck and returned to his place beside the drinks table

in the time the lights were out?

Waller fixes you with a look that dares you to try your interrogation techniques on him and challenge him about his movements.

If you want to do just that, turn to **29**.

If you think it makes more sense to suggest everyone should be searched before they leave the captain’s dining room, turn to **21**.

20

“I doubt it,” you say. “After all, what interest would a jewel thief like the Magpie have in a piece of hand-me-down costume jewelry?”

You realize you have spoken out of turn when Mrs Meyer fixes you with a gaze that is so intense it makes you want to physically recoil.

“How would you know how precious it is?” the elderly woman demands, her voice like steel.

You open your mouth to answer but then think better of it.

Take -1 **WILLPOWER** but +1 **CLUE**, then turn to **25**.

21

“I’ve had enough of this,” says the hotelier, his mustache twitching, and pulls open the door.

“I’m afraid, sir, that I cannot let anyone leave this

room until everyone has been searched,” explains Captain Petersen coldly. The expression on his face will brook no refusal.

“I hope you are not including me among that number,” Mrs Meyer says and without waiting for a reply takes a seat in the corner of the room.

“No, I don’t think that will be necessary,” he says.

“I’ll go first,” you say, opening your clutch and offering it up for inspection, to show that there is no favoritism here.

Lutine is next and then the reluctant Mr Waller, but neither of them is in possession of anything that doesn’t belong to them.

“And now you, captain,” you say.

At that moment, the dining room door flies open and the *Leviathan’s* first mate bursts into the room. “Captain! Come quickly. One of the deckhands has been killed.”

Petersen’s face darkens. “If you will excuse me, we will have to resume this matter later.”

Understandably, a sudden unexplained death trumps a stolen necklace. But two such unexplained occurrences taking place within minutes of each other... you can’t help wondering if they are somehow connected.

If you want to go with the captain and the first mate, turn to **59**.

If you want to remain where you are, turn to **41**.

22

It is in that moment that you glance at Mrs Meyer and think you see her lips moving, ever so slightly, as if she is muttering something under her breath.

Take the **SECRET: Incantation**.

Turn to **51**.

23

The fact that Lutine clearly left her cabin in a hurry, and so soon after the theft of Mrs Meyer's necklace and the mysterious death of the deckhand is enough to persuade you that she is most likely the one in possession of the pendant now. And having convinced yourself of this fact only makes you more determined to stop her and return the necklace to its rightful owner – even if she is an ungrateful old termagant!

Take **+1 WILLPOWER** and turn to **53**.

24

No one says anything, and in that moment of awkward quiet you consider all that you have learned since you set out to find Mrs Meyer's stolen necklace. You are convinced now that Lutine was the Magpie all along and that she had an accomplice on board the *Leviathan* – the dead deckhand.

It was he who turned out the lights in the captain's dining room so that she could lift the necklace from the wealthy widow's neck in the first place, and it was he that Lutine passed it to, straight afterward.

It was also the deckhand who was the first to die, and you can only assume it was while he was in possession of the necklace. But before anybody else could get to him, Lutine recovered the necklace and then she was the second to die – while the item was in her possession.

Is the pendant cursed? Is the owner doomed to be struck down by that monster you saw kill Lutine? But if so, how has Mrs Meyer survived for so long? Or is something else going on?

Make an awareness test. Roll one die and add your **INTELLECT**. You may spend **1 CLUE** to roll two dice and pick the highest. What's the result?

Total of 7 or more: turn to **22**.
6 or less: turn to **51**.

25

"There is no need for panic," Captain Petersen says with calm authority. "Rest assured, Mrs Meyer, my crew and I will do all we can to ensure that your property is returned to you. Nobody will be leaving this boat until your necklace has been found."

"Forgive me if I do not hold much store by your words, captain," Mrs Meyer snorts. "Words

are easy, but by his actions shall a man prove himself. After all, you have already permitted a notorious jewel thief to board your boat. They could be in this room right now!" She subjects everyone to an accusatory stare, each in turn.

"I'm not staying here to be accused of being a common thief," growls Bradley Waller and he makes to leave the cabin.

"Mr Waller, I am going to have to respectfully ask that you remain where you are for the time being," the captain tells him, putting himself between the hotelier and the door. Waller grunts in irritation but does as he is told.

A frisson of excitement passes through you; it's like something out of a Hercule Poirot mystery.

If the Magpie is aboard the steamship, why did he take Mrs Meyer's necklace and leave your medallion untouched? Or does he plan to come back for that? Whatever the truth of the matter, you can think of no better way to dispel the ennui of an ocean crossing than to sink your teeth into a stimulating mystery.

"I would like to help," you tell Captain Petersen. "After all, I've been tutored in detective work by the best. I've read all Mrs Christie's published works."

"You?" Mrs Meyer gives another snort of derision. "I doubt a dilettante will fare any better than a gang of salty seadogs."

Considering her attitude, you're tempted to retract your offer of help. But your curiosity has been piqued and you cannot detach yourself from

the mystery now. You will be wondering what happened whether you are involved in the search for the missing pendant or not, so you might as well dig in.

“We merely have to approach the problem logically,” you press on, unperturbed, scanning the carpeted floor of the cabin in case the pendant simply fell off when Mrs Meyer put her hand to her neck in the confusion of the lights going out. However, you can see no sign of it, and the purple stone with its silver chain would be clearly visible against the crimson paisley-patterned carpet.

“What do you suggest, Miss Barnes?” asks the captain.

Well? What do you want to do first?

Check the lights for yourself: turn to **11**.
Check the door: turn to **35**.
Question the others present: turn to **56**.

26

You are fast, but the bat-winged horror is faster. As you go for the [FLARE GUN], its snake-like head darts forward and its fangs sink into your neck.

Take -2 **HEALTH** and then roll two dice.

If the total is equal to or less than your **HEALTH**, turn to **40**.
If the total is greater than your **HEALTH**, turn to **32**.

27

Thanks to your cat-like reflexes, you manage to save yourself from falling down the stairs by grabbing hold of the metal banister. However, by the time you recover yourself, your attacker has already fled.

“Well that’s no way to treat a lady,” you mutter to yourself.

Were they actually trying to kill you, or did they just want to get you out of the way so they could make their escape unseen?

As you make your way back to the top of the stairs, you notice a metal box bolted to the wall. Inside it is a [FLARE GUN]. Considering that a man has died this evening, and you yourself have just been attacked, perhaps taking the [FLARE GUN] with you might not be such a bad idea. If you choose to take it, record the [FLARE GUN] on your Character Sheet.

Turn to **17**.

28

You saw how the horror cut Lutine down in only a matter of seconds, so you are going to have to act fast if you are to avoid the same fate.

If you have a [FLARE GUN], turn to **50**.
If not, turn to **57**.

29

“You think that I, a member of the Waller family, could be a common jewel thief?” the young man rails before you can even open your mouth to question him.

For someone so determined to convince you that he is not the Magpie, he does appear rather defensive.

Turn to **21**.

30

You hand the pendant to Mrs Meyer as requested. She takes it without a word of thanks and places it around her neck. She then calmly walks away and returns to her cabin. She does not comment on the fact that her maid was clearly the thief, nor does she remark upon Lutine’s grisly fate.

Captain Petersen and his crew deal with the body without any fuss. No mention is made of Lutine Seydoux again, and nothing at all is said of the creature that you saw slay her.

The rest of the voyage passes without anything else untoward happening, and you begin to wonder if you conjured the nightmarish creature that killed Lutine from your imagination. What is certain is that everyone involved in the events of that night seem to avoid each other for the rest of the journey. You do not speak to any of them again

before disembarking from the *SS Leviathan* when it docks in Boston.

As you are boarding the last train to Arkham you are momentarily distracted by a sound like the flapping of a canvas sheet, and for a moment something large, with wings like a bat, passes before the face of the moon. And in that moment you are back on the deck of the steamship staring at something impossible and otherworldly.

But then the silhouette is gone, along with the memory of what you thought you saw that night on board the *Leviathan*.

SECRET: *Starry, Starry Night*.
Final score: 1 star.

The End.

31

You try the door handle, and it opens with ease. Peering around the jamb you can see no sign of anyone in the corridor beyond, but that doesn't mean there wasn't somebody there moments ago.

Bradley Waller is suddenly at your shoulder, the fresh, minty smell of pomade alerting you to his presence. "Isn't it a bit late for that?" he asks.

Make a deduction test. Roll one die and add your **INTELLECT**. You may spend **1 CLUE** to roll two dice and pick the highest. What's the result?

Total of 7 or more: turn to **12**.

6 or less: turn to **56**.

32

Your mind reels when confronted by the evidence that what you saw slaughter Lutine Seydoux was no optical illusion or imagined phantom, but an actual, grotesque, flesh-and-blood impossibility.

It is more than your beleaguered body can tolerate. You collapse onto the deck, giving voice to a howl of madness. A moment later it is followed by a scream of agonizing pain as the creature claims its third victim of the night.

You have solved the mystery of the stolen necklace but what good did it do you?

SECRET: *Pay the Piper*.

Final score: 0 stars.

The End.

33

It would make sense that the Magpie had an accomplice on board the *SS Leviathan* who helped them dispose of Mrs Meyer's necklace so that if those inside the captain's dining room were searched, the pendant would not be found on their person. And, it was that same accomplice who switched off the lights from outside the room, thereby enabling the theft to take place.

In fact, it could be argued that the Magpie is, in reality, two people – Mrs Meyer's maid aided and abetted by her brother – but one of them is now dead. Take **+1 INTELLECT** and **+1 CLUE**.

Turn to **53**.

34

While your first shot tears a ragged hole in one wing, the creature twists out of the way to avoid the second, and in that moment it strikes. Its snake-like head darts forward, and it sinks its fangs into your neck.

Take **-2 HEALTH** and then roll two dice.

If the total is equal to or less than your **HEALTH**, turn to **40**.

If the total is greater than your **HEALTH**, turn to **32**.

35

You try the door handle, and it opens with ease. Peering around the jamb you can see no sign of anyone in the corridor beyond, but that doesn't mean there wasn't somebody there a matter of moments ago.

Bradley Waller is suddenly at your shoulder, the smell of pomade alerting you to his presence. "Isn't it a bit late for that?" he asks snidely.

If you now want to check the light switch, turn to **44**.

If you would rather see what you can find out by talking to the others present, turn to **56**.

Waller complains the whole time you and Captain Petersen search his cabin, but the most incriminating thing you find is a bottle of hair dye. You already know Bradley Waller is a vain, self-obsessed individual, but it makes you smile to think that there is a chink in his bourgeoisie armor after all.

In a drawer, nestled among the hotelier's handkerchiefs, you find a silver-plated [HIP FLASK]. If you want to slip it into your clutch, take +1 RESOURCE.

"This is getting us nowhere," says Captain Petersen.

"Au contraire, captain," is your jovial response. After all, someone has to try and raise everyone's spirits, if only to keep the investigation from flagging. "A lack of evidence still enables us to draw useful conclusions. We are narrowing down the list of possible suspects."

What do you want to do now?

Search Lutine's cabin: turn to 37.

Consider the clues you have uncovered so far to help you identify the thief: turn to 17.

Lutine's cabin is not only unlocked, it is also in disarray. At first glance it looks like someone has ransacked the room while searching for something and there is a strong smell of

[CAMPHOR] in the chamber. But as you consider the scene, you begin to entertain the possibility that what you are looking at is in fact the aftermath of someone preparing to leave in a hurry.

Take the SECRET: *The Cabin*.

But if Lutine has fled her cabin, why? And where has she gone? Or, more importantly, where is she intending to go? Could it be that Lutine is the Magpie? Take +1 CLUE and record the [CAMPHOR] on your Character Sheet.

"Where is she, the silly girl?" Mrs Meyer voice suddenly cuts through the quiet of the ransacked cabin.

That is a question you would like answered yourself. Then, you hear the sound of scamperring footsteps, as of soft-soled shoes running across a carpeted floor. While Captain Petersen attempts to pacify Mrs Meyer, you hurry off in the direction of the sound.

Before long, you find yourself standing at the top of a set of stairs leading down into the bowels of the ship. You strain your ears, hoping to pick up any sound that might tell you where your quarry has gone. But the evidence you desire, when it does come, arrives from behind you.

Before you can turn to face whoever it is that has snuck up on you, you feel hands upon you and, with a violent shove, they send you off the top step with a stomach-heaving lurch.

Make a reactions test. Roll one die and add your COMBAT. You may spend +1 RESOURCE to roll two dice and pick the highest.

What's the overall result?

Total of 7 or more: turn to 27.

6 or less: turn to 58.

"Mrs Meyer," you begin.

"You can't believe I had anything to do with the it!" she blusters.

"Of course not," you say, in as mollifying a tone as you can muster. "I was merely going to ask if you felt anything when the pendant was lifted from around your neck."

"Oh," she says, somewhat taken aback, the wind taken out of her sails. "Thinking back, perhaps I did feel something, but I didn't realize at the time what it was. The slightest touch on my skin maybe, but then it must have been someone with very soft hands."

You consider the other people in the room. Someone who has spent his entire working life on ships, crossing and recrossing the Atlantic Ocean, would have hardened, callused fingers and palms. A lady's maid and a pampered hotelier on the other hand...

Bearing that in mind, what do you want to do now?

Cross-examine Lutine: turn to 19.

Quiz Bradley Waller: turn to 29.

Give up with this line of questioning and demand everyone present be searched: turn to 21.

“Very well, you may come too, Miss Barnes,” Captain Petersen concedes, “but I must ask that you not to get in the way.”

“Understood,” you tell him. “You won’t know I’m there.”

You follow the captain as the first mate leads the way through the ship, away from the state rooms and guest cabins, down into the bowels of the *SS Leviathan*.

At the bottom of a steel staircase you find a gaggle of crewmen. As they part to admit their commanding officer, you catch sight of the body lying on the metal floor.

You immediately turn away, covering your mouth to stifle the involuntary cry of alarm that threatens to escape your lips. But the image of the young man, his torso disfigured by a dozen deep wounds and his clothes soaked in blood, is already indelibly etched upon your mind.

“Cover him up, man!” Petersen barks. When the mate has done as bidden, you risk a glance back.

The dead man’s face is still visible above the jacket that has been used to shroud his body. The glassy-eyed look of terror locked into his features is almost worse than the traumatic physical injuries that clearly ended his life. You can’t imagine what he could have seen that meant he died with such an expression of abject horror on his face, and perhaps that is for the best, all things considered. Take **-1 SANITY** but also **+1 CLUE**.

You open your clutch and reach for your Gauloises. A cigarette will help settle your nerves.

Make an awareness test. Roll one die and add your **INTELLECT**. You may spend **1 CLUE** to roll two dice and pick the highest. If you have **[COLOGNE]** recorded on your Character Sheet, add **+1**. What’s the overall result?

Total of 8 or more: turn to

54.

7 or less: turn to **52**.

You collapse onto the deck, your body weakened by the venom that is even now coursing through your bloodstream.

You are suddenly aware of a whooshing sound as something shoots over your head. The bat-winged horror is abruptly illuminated by the blazing red incandescence of a flare. You are also aware of Captain Petersen standing there, a flare gun gripped tightly in both hands.

The hideous creature gives voice to a reptilian screeching as its body catches fire under the burning intensity of the flare. The flames spread rapidly. Its writhing, worm-like body coils and uncoils in agony as the fire devours it and in its death-throes it collides with the wretched Mrs Meyer. Her dress bursts into flames in an instant but these are soon extinguished when one of the creature’s flapping wings

knocks her overboard.

Captain Petersen and the first mate run to the gunwale, and you follow, as if in a daze, but it is clearly too late to do anything for the widow. There is no sign of the woman in the night-black sea, and, for some reason, no one seems in a particular hurry to send a boat out in search of her.

All that is left of the creature that killed her is a flurry of glowing cinders that dance in the air about you before being caught by the breeze and carried out over the vastness of the ocean before they can settle on the deck.

The rest of the voyage passes without incident, and no more mention is made of the Magpie, the stolen necklace, or Mrs Meyer’s grisly fate. In fact, by the time you disembark from the *Leviathan* at Boston docks, you are beginning to wonder if it wasn’t all some weird dream you had. Some people believe such dreams are omens of things to come, a sentiment you ponder as you board the train to Arkham, Massachusetts.

SECRET: O Captain! My Captain! Final score: 2 stars.

The End.

You remain in the captain’s dining room as he and the crewman depart. However, as soon as they are gone, the others make their excuses and start to leave as well, disobeying the captain. First to walk out of the room is

Bradley Waller, with Mrs Meyer and Lutine following not long after.

Nonetheless, you stay where you are, fully expecting Captain Petersen to return in due course, when you hope to find out what has happened and enlist him in helping you solve the mystery of the stolen necklace. And, in due course, he does.

It turns out that the deckhand who died only joined the ship in Monaco. When you ask how the poor wretch passed, Captain Petersen hesitates before answering.

“He... He looked like he had been attacked by some savage animal.”

“Are there supposed to be any savage animals on board?” you ask, suddenly unnerved.

Petersen is silent for a moment. “No.”

“Then we must find it quickly, before it can harm anyone else.”

“My men are doing precisely that right now,” says the captain.

“Then we must warn the others,” you tell him.

“Where have they gone?” he asks, annoyed.

“I assume they have returned to their cabins. It would certainly make most sense to look for them in their lodgings before shlepping all over the ship in search of them, especially with some mad dog on the loose.”

Captain Petersen agrees. The only question is, who among the others do you want to look for first?

Mrs Meyer: turn to **18**.

Lutine: turn to **37**.

Mr Waller: turn to **36**.

42

You are certain that the person who stole Mrs Meyer’s necklace had an accomplice, and the fact that Lutine clearly left her cabin in such a hurry, so soon after the theft and the mysterious death of the deckhand, is enough to persuade you that she has been involved right from the start and is most likely the one in possession of the pendant.

All you need to do now is stop her and return the necklace to its rightful owner. Take **+1 WILLPOWER** and **+1 CLUE**.

Turn to **53**.

43

It is not possible to acquire the combination of **[CAMPHOR]** and **[CUFF-LINK]** during your investigation. Either you are confused or – dare we say it? – you have been cheating!

Take **-1 CLUE** and the **SECRET: Underhand Practices**.

Turn to **53**.

44

You quickly flick the lights off and on again.

“And how is that going to help recover my property?” Mrs Meyer asks acidly.

Ignoring her, you address

Captain Petersen: “Is this the only light switch for this room?”

“No,” he replies. “There is another one outside in the passageway.”

Make a deduction test. Roll one die and add your **INTELLECT**. You may spend **1 CLUE** to roll two dice and pick the highest. What’s the result?

Total of 7 or more: turn to **12**.

6 or less: turn to **56**.

45

The old harridan will not back down, no matter what arguments you offer in an attempt to convince her to let you enter.

Petersen draws a breath to speak, but one look from Mrs Meyer and rather than the strong voice of command, what emerges from his lips is some subservient acquiescence. “I think we can exclude Mrs Meyer’s quarters from our search, don’t you? Let’s try one of the others instead.”

Without the captain on your side, you have no authority to overrule Mrs Meyer. So, which of the other two cabins do you want to search instead?

Lutine’s berth: turn to **37**.

Mr Waller’s cabin: turn to **36**.



46

Despite hitting the creature with two bullets, it does not seem to make any difference and the horror keeps on coming. What is it that it can shrug off gunshots like this? Certainly nothing of this Earth. Take -1 SANITY.

It is then that you see a [FLARE GUN] inside the lifeboat that Lutine was clearly hoping would carry her away from the *Leviathan* and the scene of the crime. Not knowing what else to do, you make a grab for it.

Make a speedtest. Roll one die and add both your COMBAT and your HEALTH. You may spend +1 RESOURCE to roll two dice and pick the highest. What's the result?

Total of 12 or more: turn to 50.

11 or less: turn to 26.

47

"It didn't take you long to reach the light switch and turn them back on, captain," you say. "So you must have been close to the door when the lights went out."

"What are you implying, Miss Barnes?" Petersen asks sternly. "I am the captain of this vessel and I have ultimate authority here. I do not appreciate being cast in the role of suspect in the theft of a passenger's personal belongings."

"You misunderstand me,

captain," you say hastily, "I am not accusing anyone of anything, and especially not you. I was merely going to ask, since you were so close to the door, whether you saw anyone enter when the door opened momentarily."

"But I wasn't next to the door when the lights went out," Captain Petersen says with strained patience.

If what the captain says is true, and you have no reason to think that he is untrustworthy, it seems unlikely that he had anything to do with the theft of the pendant.

What do you want to do now?

Question the victim of the crime, Mrs Meyer: turn to 38.

Cross-examine Lutine Seydoux: turn to 19.

Quiz Bradley Waller, the hotelier: turn to 29.

Suggest to Captain Petersen that everyone present should be searched: turn to 21.

48

You are certain that the person who stole Mrs Meyer's necklace had an accomplice, but who precisely were these partners-in-crime? And can you possibly recover the purloined pendant this side of paradise?

Take +1 CLUE and turn to 53.

49

"No, Miss Barnes, it is I who must insist," Petersen says. "I am responsible for everyone on board this ship, which means that your wellbeing is as important to me as is that of my crew. This is not for the eyes of those with a sensitive disposition."

You know when you are beaten. It is not very often that a man gets the better of you, but on this occasion you must bow to the captain's instructions. Take -1 WILLPOWER.

Turn to 41.

50

Grabbing the [FLARE GUN], you point it at the creature and fire.

The hideous thing gives voice to a reptilian screeching as its body begins to burn at the scorching touch of the flare. The flames spread rapidly, its writhing, worm-like body coiling and uncoiling in agony as the fire devours it.

In its death-throes, it collides with the wretched Mrs Meyer. Her dress bursts into flames in an instant, and is soon extinguished when one of the creature's lashing wings sends her flying overboard.

Captain Petersen and the first mate run to the gunwale. You follow, as if in a daze, but it is clearly too late to do anything for the widow. There is no sign of the old woman on the

night-black sea, and, for some reason, no one seems in a particular hurry to send out a boat in search of her.

All that is left of the creature that killed her is a flurry of glowing cinders that drift in the air about you before being caught by the breeze and carried out over the vastness of the ocean before they can settle on the deck.

The rest of the voyage passes without incident, and no more mention is made of the Magpie, the stolen necklace, or Mrs Meyer's grisly fate. In fact, by the time you disembark from the *Leviathan* at Boston docks, you are beginning to wonder if it wasn't all some weird dream you had. Some people believe such dreams are omens of things to come, a sentiment you ponder as you board the train to Arkham, Massachusetts.

SECRET: *Trial by Fire*.

Final score: 3 stars.

The End.



51

With a terrible, shrieking cry, the bat-winged horror descends from the sky once more, its coiling body and outstretched wings unpeeling from the blackness of the night as it comes within the sphere of the ship's swinging deck-lamps.

Roll one die, and if you have the Weakness {CURSED}, add 2.

If the total is equal to or less than your SANITY, turn to 15.

If the total is greater than your SANITY, turn to 32.

52

"Captain Petersen," comes a stern, school ma'am-ish voice from behind you. All present turn in surprise to see the elderly Mrs Rose Meyer standing there.

"Madam!" the Captain exclaims, doing his best to block the corridor and thereby her view of the body. "What are you doing here?"

"It's Lutine, my maid," she continues in the same waspish tone. She is clearly someone who is used to having people at her beck and call at all times.

"What about her?" you ask.

"She has gone missing."

"Missing? Like your necklace? How do you know?"

"Because, my girl, she is not in her cabin."

"You mean she's done a Houdini?"

Mrs Meyer gives you a withering gaze at your tone.

First the theft of the pendant, then the brutal murder of the deckhand, and now the disappearance of a key witness to the initial crime, possibly even a suspect. Perhaps the answer to all these mysteries could be solved by a search of the guest quarters. But whose cabin do you want to suggest to the captain should be searched first?

Lutine's cabin: turn to 37.

Mrs Meyer's quarters: turn to 16.

Or perhaps Bradley Waller's berth: turn to 36.

53

Before you can make your accusation, you are interrupted by the first mate once again. He is in an even more agitated state than when he informed Captain Petersen that the deckhand had been killed. "Captain, you're needed on deck! Come quickly!"

Petersen hurries after the mate as he sets off at a run. You follow and are disturbed to feel an impending sense of doom settle about you.

Climbing a flight of stairs to the deck, you are appalled by what you witness upon your arrival. There is Mrs Meyer's maid – standing next to one of the ship's lifeboats, the tarpaulin that had been pulled over it loosened on one side – but hovering in the air in front of her is a grotesque monstrosity that defies belief.

It looks not unlike a great

black serpent – it certainly writhes and twists like one – but it is suspended on a pair of huge bat-like wings. You can feel the gusts of cold air hitting your face with every beat of the creature’s leathery pinions. As well as serpent and bat qualities, a pair of spindly, almost skeletal limbs project from its body and end in cruel sickle-like talons.

Staring in disbelief at the impossible creature you see the horror strike the poor girl down, with both talons and fangs. Lutine collapses onto the deck, a weak cry escaping her lips. Take -1 SANITY.

A gunshot rings out loud and clear. With an acid hiss, and one beat of its great wings, the horror vanishes into the night sky.

You run to see if anything can be done for the wretched girl, but it is too late. She is dead, her throat having been ripped out.

Clasped tight in her right hand is a silver chain, and attached to the chain is an exotic purple jewel. Carefully prying the pendant from the dead girl’s grasp, you marvel at the skill of the person who cut the gem.

Lutine was the Magpie after all. But knowing that gives you no joy, seeing as how the girl has met such a savage end.

Captain Petersen joins you, his face pale, his revolver still clutched in his hand. Before he can say anything, another’s voice carries across the deck.

“My necklace!” It is Mrs Meyer. You turn to see her standing there, one hand held

out toward you. “Give it to me.”

The sharp tone of her voice, and her diamond-hard stare will not be argued with.

Make a resilience test. Roll one die and add your WILLPOWER. You may spend +1 RESOURCE to roll two dice and pick the highest. What is the overall result?

Total of 8 or more: turn to

14.

7 or less: turn to 30.

54

There is something else notable about the dead man’s face, specifically the set of his strikingly green eyes and the high forehead. While his jaw may be squarer and more pronounced, his eyebrows thick and bushy and his dark hair shaved almost to the scalp, there is still something unmistakably familiar about him, even though you are certain you have not encountered him before on board the *Leviathan*.

He is so like Lutine, in the arrangement of his features and coloring, that you are certain they must be related. You would consider them to be similar in age – he could almost be her brother.

Take the SECRET: *The Brother*. It is then that you notice the [CUFFLINK] lying on the floor next to the dead man’s left hand, the sleeve of his shirt torn and bloody. Not asking permission, you bend down and pick it up. It appears to be standard uniform issue, as it bears the logo of

the *Leviathan* shipping line.

Take +1 CLUE and record the [CUFFLINK] on your Character Sheet.

Turn to 17.

55

Mrs Meyer’s cabin is one of the grandest available to passengers on the ship and is suitably opulent. However, while you cannot see anything unseemly in her quarters, there is something about the place that makes you feel uneasy. There is a curious smell that you write off as Mrs Meyer’s potent perfume, but nothing in the room appears to be out of place. But that does nothing to dispel the sense of pervading doom you feel upon stepping over the threshold.

Mrs Meyer does not stand in your way as you make a cursory search of her abode, but you do not like the way the shadows appear to cluster at the corners of the room, despite the lamps being on. In fact, the longer you remain there the more uncomfortable you feel until you are compelled to call an end to your search and quit the cabin again. Take -1 SANITY and add the Weakness {CURSED}.

“See,” Mrs Meyer says acerbically, “I told you there is nothing for you here.”

Out in the corridor once more, you start to breathe deeply to bring your racing heart rate under control again.

Once you are feeling more your old self, where do you want to look next?

If you choose the adjoining cabin, which is where Mrs Meyer's maid Lutine has been sleeping, turn to **37**. If you prefer to search Bradley Waller's berth, turn to **5**.

56

Perhaps by talking to those present you will be able to get a better idea of what happened when the lights went out. Someone might say something that reveals their guilt and therefore their involvement in the theft of the necklace.

But who do you want to interrogate first?

Captain Petersen: turn to **47**.
Mrs Meyer: turn to **38**.
Lutine Seydoux: turn to **19**.
Bradley Waller: turn to **29**.

57

Captain Petersen stands there, slack-jawed, and pasty-faced, the revolver limp in his hand. Whatever courage he was able to muster up previously has clearly left him now. But you shake him out of his appalled reverie when you grab his gun and take aim at the bat-winged horror.

Round one: roll two dice and add your **COMBAT**. If the total is 10 or more, you win the first round.

Round two: roll two dice and add your **COMBAT**. If you won

the first round, add 1. If the total is 10 or more, you win the second round.

If you won the second round, turn to **46**.
If you lost the second round, turn to **34**.

58

You flail for the banister, in a desperate bid to arrest your fall, but you are unable to save yourself. You tumble down the stairs, suffering minor bruises and abrasions, and laddering your stockings in the process. Take -1 **HEALTH**.

"Well, that's no way to treat a lady," you call after your absconded assailant. "If you're going to play rough, at least take me to dinner first!"

Your primary concern is that your attacker will try to finish you off. Glancing back up the stairs you can see no sign of your attacker. Picking yourself up, you cautiously make your way back up the stairs and start to head in the direction you came, believing there to be safety in numbers, but you are resigned to keep this attack to yourself, for now.

On the return journey, you notice a metal box attached to the wall. Inside it is a **[FLARE GUN]**. Considering that a man has died this evening, and you yourself have just been attacked, perhaps taking the **[FLARE GUN]** with you might not be such a bad idea.

Turn to **17**.

59

"I'll come with you," you tell the captain.

"No, Miss Barnes, I must ask that you stay here," he says firmly.

"But I insist," you protest. "I have as much pluck as any shop-girl Clara Bow has ever portrayed on the silver screen. Besides, this sudden death could be linked to the theft of Mrs Meyer's necklace in some way."

"Miss Barnes, in this instance your help is neither requested nor required."

But you are not ready to give up quite so easily.

Make a persuasion test. Roll one die and add your **WILLPOWER**. You may spend +1 **RESOURCE** to roll two dice and pick the highest. What's the overall result?

Total of 7 or more: turn to **39**.
6 or less: turn to **49**.

60

"Mrs Meyer," you address the old woman, "you are of course quite right. This necklace does indeed belong to you."

You toss the necklace into her open hand. She instinctively catches it but in that same instant you see her features twist into a rictus of horror.

The bat-winged worm abruptly changes direction and falls upon the wretched widow. Grabbing the stick-thin haridan in its talons, and with one

powerful beat of its wings, the creature takes off again into the sky, dragging the doomed Mrs Meyer with it. The last thing you ever hear of her is a pathetic cry of horrified understanding, which is suddenly cut off.

Everything that happens after that, seems to do so as if in a daydream. Captain Petersen tells everyone present to return to their cabins and consider the matter of the stolen necklace resolved. Nothing is said regarding the fate suffered by Mrs Meyer and her maid, and certainly no mention is made of the monster that did away with them both.

The rest of the voyage passes without anything else untoward happening, and you begin to wonder if you conjured the nightmarish creature that you thought killed Lutine from your imagination. What is certain is that everyone involved in the events of that night seem to avoid each other for the rest of the journey and you do not speak to any of them again before disembarking from the *SS Leviathan* when it docks in Boston.

But musings upon the nature of the monster and Mrs Meyer linger. If what you witnessed really did happen, you can't shake the feeling that the widow and the worm were somehow connected. What is without question is the fact that everyone who handled the necklace after it was stolen from Mrs Meyer met a grisly end and she made it plain, right from the start, that she did not believe Captain Petersen and his crew could find it for her. Did she have some other, indefinable power that

she was able to bring into play?

Is it possible that the old woman summoned the horror herself, to recover the necklace for her? Wild as it sounds, it does make a strange kind of sense. Lutine stole the necklace and passed it to the deckhand. Mrs Meyer used her powers – perhaps she cast a spell! – and brought the beast forth to kill whoever had taken the pendant, which it subsequently did. However, Lutine managed to retrieve the necklace before anyone else could get their hands on it. Mrs Meyer cast the spell again, and so the Magpie-cum-maid met her end. And then you claimed the necklace.

But this time, after Mrs Meyer had already summoned the horror to eliminate you, you returned the necklace to her and, before she could banish the bat-winged monster, it did as it was bidden, and killed the person it found in possession of the curious, purple-jeweled pendant.

As you are boarding the last train to Arkham you are momentarily distracted by a sound like the flapping of a canvas sheet, and for a moment something large with wings like a bat passes before the face of the moon. In that moment you are back on the deck of the steamship staring at something impossible and otherworldly.

But then the silhouette is gone, along with the memory of what you thought you saw that night on board the *Leviathan*

SECRET: *Ding Dong! The Witch is Dead.*

Final score: 4 stars.

The End.

SECRETS CHECKLIST

As you find these SECRETS in play, check them off the list!

- Ding Dong! The Witch is Dead*
- Head Count*
- Incantation*
- O Captain! My Captain!*
- Pay the Piper*
- Starry, Starry Night*
- The Accomplice*
- The Brother*
- The Cabin*
- Trial by Fire*
- Underhand Practices*

SUPER-SECRETS CHECKLIST

- Finish with a combined **COMBAT + INTELLECT + WILLPOWER** of 10 or more: *Hero*.
- Finish with at least two stars and a combined **COMBAT + INTELLECT + WILLPOWER** of 5 or less: *Hanging On By Your Fingertips*.
- Finish with 1 or 0 stars: *Voyage of the Damned*.
- Finish with a sanity of 5 or more: *Sane*.
- Finish with a health of 5 or more: *Fit as a Fiddle*.
- Finish with 5 or more clues: *Inquisitive*.
- Discover all 5 items across various playthroughs: *Magpie*.
- Discover all 5 starred endings: *The Stars Have Aligned*.
- Collect all 11 in-text SECRETS: *Tenacious*.
- Collect all 9 SUPER-SECRETS above this one: *Bragging Rights*.
- And if you collect both *Tenacious* and *Bragging Rights*, award yourself *Dilettante*.



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