

The Drelbs on the Lusitania

It's May 3, 1915 and the Lusitania is steaming along on its return run from New York to Liverpool. Unbeknownst to the people on board there are two groups of strangers on board.

Chronology

May 1st, 1915	The Lusitania leaves New York harbour for Liverpool.
May 3rd, 1915 8:00 am	Unbeknownst to the crew and passengers the Kranzons have appeared below decks.
May 3rd, 1915 8:15 am	The Drelbs splash down off the starboard side.
May 3rd, 1915 8:22 am	A lookout spots the Drelbs adrift and a boat is sent out to retrieve them.
May 7th, 1915	Ship enters the danger zone where enemy subs are expected. Captain Turner takes all possible precautions ordering all the lifeboats to be swung out, all the bulkhead doors to be closed, look-outs to be doubled and steam pressure to be kept high to give the ship all possible speed in case of emergency.
May 7th, 1915 8:00 am	Speed is reduced to 18 knots to secure the ship's arrival at the bar outside Liverpool at 4.00 am the following day, in order to catch the high tide.
May 7th, 1915 12:40 pm	The ships course was altered in order to make a better landfall.
May 7th, 1915 1:40 pm.	The ship is brought closer to land and the Old Head of Kinsale is sighted
May 7th, 1915 1:50 pm	The ship's course is steadied so an officer begin to make a four-point bearing but this was never completed.
May 7th, 1915 2:00 pm	The passengers are finishing their lunch.
May 7th, 1915 2:15 pm	The ship was 10 to 15 miles off the Old Head of Kinsale with the weather clear and the sea smooth. Captain Turner then heard the second officer shout 'There is a torpedo coming, Sir'. Immediately afterwards there was a terrific explosion on the starboard side, between the third and fourth funnels. Almost simultaneously there was a second explosion, which was thought at the time to be a second torpedo but has since been confirmed as an internal explosion, although the cause has never been definitely established.
May 7th, 1915 2:35 pm	The Lusitania sinks with the loss of 1,198 lives.

The Kranzons and the Drelbs have both imposed their unwanted attentions on the unsuspecting crew

and passengers of the Lusitania. The Drelbs have no sinister motive like that of the Kranzons but their sexual advances are unwanted all the same. The Drelbs are on the ship because the technicians manning the time machine miscalculated the landing date, after all what's 60 years when you're travelling millennia back into the past? (And let's not forget that they ended up kilometers east of New York city, good thing that ship was there!) Though the fact that they're actually optimised in training and equipment for the era depicted in the training "documentary" they watched might put them at a bit of a disadvantage. (Their training film was Saturday Night Fever). The 1915 era crew of the Lusitania don't appreciate disco music or the casual manner of the Drelbs.

The Kranzons on the other hand move about randomly in time and space and usually don't care when or where they are (though since that unfortunate early 21st century encounter with that human cannibal they don't care much for periods or places where they might not get ahold of enough wine and beans to make their transfer possible. When they realize where they are they might be a bit upset, especially if they realize that there isn't much time before the ship is sunk.

The people on the ship

There are two main groups on the ship.

Group One

The passengers who are typical 1915 era humans. The Americans among the passengers are a bit nervous about the possibility of the ship being sunk. They all saw the warnings the German Embassy in New York put in the paper. But other than that they are rather open and outgoing. The British among the passengers are more nervous than the Americans and know what the dirty Bosch are capable of! Both groups are made up of whatever stereotypes you want to inflict on your players, the ugly American nouveau riche, the upper class British twit, society matrons, serious businessmen, an Anglican clergyman, mermaids (cross Atlantic prostitutes), young IT girls, maybe even a silent movie star or two!

Group Two

Is the English crew who are nervous because they are well aware of the munitions and arms hidden belowdeck. They will react in a hostile fashion to anyone snooping around the ship. All the crew are carrying knives for use in their "duties" while the ships officers are all armed with .32 revolvers which they are carrying concealed. Remember that the captain is the ruler of his ship and can do pretty much anything he wants outside of territorial waters. The crew is all quite competent and disdainful of foreigners, Krauts and their allies, the Irish (who have just seceded from the Empire), lower classes, etc., etc. (Especially the officers!)

Typical crew member stats:

Resist seduction 3 (add 10 to this value when one of those weirdo foreigners is trying to seduce them, add 20 when the Drelbs are the wrong sex! Subtract 1-10 (per drink) depending on how drunk they are. They are sailors after all! They'll drink one drink per persuasion role an opponent makes.)

Consume alcohol 18

Perform duties under the influence 15

Be obsequious to people of higher status 16

Knife attack 10 1D4

HP 15

Typical officer stats

Suck up to rich passengers 15

.32 revolver (6 shots) 11 1D6

Bellow orders 15

Scream at underling 18

Be stuck up to underlings and the lower classes 14

HP 15

The Kranzon

The Krazons always arrive stark naked and can appear as either a male or a female (depending on who they last ate) when they do arrive. They arrived on the Lusitania below decks and managed to quickly find some clothing to wear.

Hypnotize human 15 (only works on humans who are alone)

Recognize period in time 14

Consume human 13

Travel 14 (requires three successful consumptions)

Find wine and beans 12

Appear human 18

Human trivia 13

Soothe human 12

Mindspeak with other Kranzon 8 (works (as well as it does anyway) at any range)

HP 15

As much as they would like to be the Kranzons aren't invulnerable. In fact rather the opposite. Their only offensive ability is their hypnotize ability, and that only works on humans who are alone at the time. Any human they catch alone is probably doomed to be dined upon but against humans in groups they're at a disadvantage. Anyone seeing the Krazons as they dine on their prey (this is the only time at which they appear in their normal form) will see a rather attractive, multi-coloured amorphous blob which is rather incongruously eating a human, bones and all while consuming beans and a bottle of wine. The sight is of course worth a SAN roll (and a few laughs for the sickos out there!) Another problem that the Kranzons have is that they hate each other. Unfortunately they need at least four of the six members of the collective in order to make the transfer to another time and place so they have to stay realitively close to each other. After certain conditions are met (and they still haven't figured out exactly what it is even after all these millennia) an individual Kranzon will consume his collective mates and create a new, better collective. (Well, it has to be doesn't it? It's made from me!)

The Lusitania

Of course I had all sorts of good stuff for the game masters (or to use the official "Mega" term-the guy

who does the most die rolling) but I don't want to get in trouble for copyright infringement. My main sources of information (for a truly shallow and superficial research job) all seem to be gone now.

I skimmed Robert Ballard's book : ***Exploring the Lusitania; Probing the Mysteries of the Sinking That Changed History*** which should be available at your local library.

You can certainly glean quite a bit from the Wikipedia entry found here:

https://en.wikipedia.org/wiki/RMS_Lusitania

Now you can put together your own background information. Or watch a movie about ocean liners that'll work too!

Kranzons

You are a member of a Lesser Cthulhoid race, the Kranzons. Your race spans the dimensions including time being capable of freely traveling through time and space. All you need in order to travel is energy and there's plenty of that. What's your source of energy? Human life of course. In order to accumulate enough energy to travel you need to consume three entire humans. Your race is also a race of doppelgangers. Once you consume a human you take on their appearance. (Unfortunately you revert back to your true appearance within three days if you don't find new prey). Previously you traveled freely through the ages wreaking havoc and causing mischief but in the future, past? you had an unfortunate encounter that has had lingering effects. You had selected a male human when much to your surprise he tried to turn the tables on you by eating you! Well, in the end he wasn't any match for you and you ate him. Unfortunately he seems to have tainted your genetic code as ever since that fateful dinner you have been unable to eat a human without having a nice bottle of wine and some legumes to eat as well. Your race was almost wiped out that time you landed in Saudi Arabia until you found the Italian Embassy in Riyadh. And you are forced to continually travel in order to find enough prey and not tip your hand.

You're a rather attractive, multi-coloured amorphous blob and your species is sort of a collective and you normally have five siblings. You always travel with the other surviving members of your species. Unfortunately you hate each other, but you need at least four of the six members of the collective in order to make the transfer to another time and place so you are forced to stay relatively close to each other. After certain conditions are met (and they still haven't figured out exactly what it is even after all these millennia) an individual Kranzon will consume his collective mates and create a new, better collective. (Well, it has to be doesn't it? It's made from me!)

As much as you would like to be you aren't invulnerable. In fact rather the opposite. Your only offensive ability is your hypnotize ability, and that only works on humans who are alone. Any human you catch alone is probably doomed to be dined upon but against humans in groups you're at a disadvantage.

You always arrive stark naked and can appear as either a male or a female (depending on who they last ate) when they do arrive. You arrived on the below decks and managed to quickly find some clothing to wear.

Hypnotize human 15 (only works on humans who are alone)

Recognize period in time 14

Consume human 13 (you can only consume one human per day. At a -7 you can try and cram two in on one day. Unfortunately this has a 1 in 3 chance of creating a composite identity. Not so bad when they're both men but...)

Travel 14 (requires three successful consumptions)

Find wine and beans 12

Appear human 18

Human trivia 13

Soothe human 12

Mindspeak with other Kranzon 8 (works (as well as it does anyway) at any range)

HP 15

The Drelbs

The year is 30K and your race is dying. For years uncounted your species has reproduced by cloning. But now for some unknown reason the cloning process is no longer working. Working for years, your best scientists and most powerful thinking machines have come up with a solution. And that solution is an old, old, old technology known as...sexual reproduction. There's only one problem, little is understood about this technology. Finally in the darkest, dankest recesses of a databank some blurred blueprints were found. Spending years on the process and devoting unbelievable resources one last batch of clones has miraculously been produced. But not your ordinary, run of the mill clones, no. You are part of a special batch, unlike previous clones you possess something no clone has had for many millennia - gender! Previously all clones had been completely asexual but you have sexual apparatus. Of course the scientists still aren't sure how the process works exactly so you have both just to be safe! Your training has included the finest remaining documentary evidence surviving from the Dark Ages - an extinct form of media called video. You have immersed yourself in the lifestyle depicted in the video and learnt the language and the "moves". You have been equipped with the clothing expected in the period and are ready for "action". Your mission (and of course you don't have any choice but to accept it) is to travel back into the distant past and "score". Your species is counting on you to reproduce. Don't let them down. But if it was a medical documentary how come nobody in the video was a doctor?

Skills

Seduce human 19 (subtract 10 points for the more uptight early 20th century mentality)

Get it on 16

Disco dance 20 (half chance at the more stately 1915 dances once they get the idea).

Look cool 15

Bust a move 18

Consume illicit substances 14

Switch sex 11

HP 15

Equipment : time travel gizmo (looks like gold peace medallion); groovy white threads that can be reversed for male or female disco attire; stash (of hallucinogenic substance). You also have a group ghetto blaster which has the complete soundtrack to the documentary movie on it.

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