

The WATCHERS of WALBERSWICK

A Call of Cthulhu Adventure for Inexperienced to Intermediate Investigators, set in England, 1934
by Jon Sutherland

Investigators' Information

The players are all associates of the Bedford Archaeological Research Society (henceforth BARS). The Society has been in existence for some five years and has had signal successes on the Ivory coast, Mexico and Turkey. The investigators are hoping to become full members and obtain places on the Society's biggest expedition to date; an extended visit to Peru. The players are asked to attend a briefing in the Society lounge by J A D'Arcy BA (Hons).

The Briefing. Professor Oliver Wayland (attached to the Department of Archaeology and Anthropology, London University), a BARS member, was recently looking for a comfortable cottage to slip away to. Whilst staying at the Coach and Horses, Walberswick, he visited a much forgotten local museum in the village. Amongst the impedimenta of the farming community, a small, but impressive collection of rocks and fossils caught his attention. He was particularly intrigued by a bone, which appeared to be from some creature's leg. Baffled and annoyed, he could not readily identify the bone. Staying only over the weekend at the village he had no time to enquire as to the supposed nature of the bone. The curator was something of an abrasive old lady who could not or would not assist him so the Professor would like the bone investigated. D'Arcy believes that it is probably nothing special and in his opinion should not take more than a couple of days to sort out. He gives the group train timetables, and says that rooms have been booked in the Coach and Horses. He reminds the group that they are being judged for their merits in this and that a speedy conclusion will bode well when the selection panel meets to decide the Peruvian trip.

Keepers' Information

The bone itself is the foreleg of a Deep One, found by Reginald Kreigh, now quite mad after two encounters with the aforementioned beasts. Successful detective work will lead the investigators to the discovery of a lair of Deep Ones in the process of abandonment. The death and subsequent property disposal of the owner of Great Dingle Farm, in fact a Deep One, after his mother had been carried away by them for breeding purposes, caused awkward problems for the settlement. Simon Franklin (deceased) had owned land near Walberswick and had left it untouched in order to prevent any building near the Old Town Marshes. Through this route the Deep Ones traditionally gained access to the town and its inhabitants. Some thirty years ago, the Deep Ones home had suffered an unfortunate accident when a fishing trawler ran aground on the sand bank of the coast and ruptured the roof of their caves. The underground system was all but submerged in water. Whilst repairing, Reggie and some friends stumbled upon a boat being used by Franklin and four Deep Ones. Reggie got away with a bone he had used to fight off a Deep One, and finally the bone appeared in the museum, forgotten and now unimportant. An attempt was made to silence Reggie's ravings, but a harmless nut is not really a threat. Then the Franklin's plots were purchased by the County Council, threatening the safety of the group. Hence the decision to abandon.

General Information

Population of Walberswick: 150 approx. All buildings are of typical period design; mostly simple structures, of between 10-80 years old.

1. Stonehouse Museum. Large three story building with courtyard to rear and east. The yard is littered with old rusty ploughs and suchlike, nothing of any note. The museum is locked and always looks closed. By ringing a bell, Miss Caroline Eccles, the curator, will brusquely ask the player's business. She will let them in and disappear into her private rooms telling them to knock when finished. She will say she is too busy to help. A tedious look at the exhibits will lead the players to the second floor where they will find the Fossils and Rocks section, and the bone case with several other items of no interest. A card says it was presented to the Museum by Colonel CHG Swann, dated 9th December 1922. Miss Eccles will allow a closer inspection of the bone if pressed and a successful Palaeontology roll will indicate that this is indeed from no known species. Another successful roll will reveal that the creature was about 5½ feet tall. Closer examination requiring a sample and ½ man day tests with microscope and chemistry skills will conclude that the creature died approximately 40 years ago. If the book department is viewed then a library use roll is required to find:

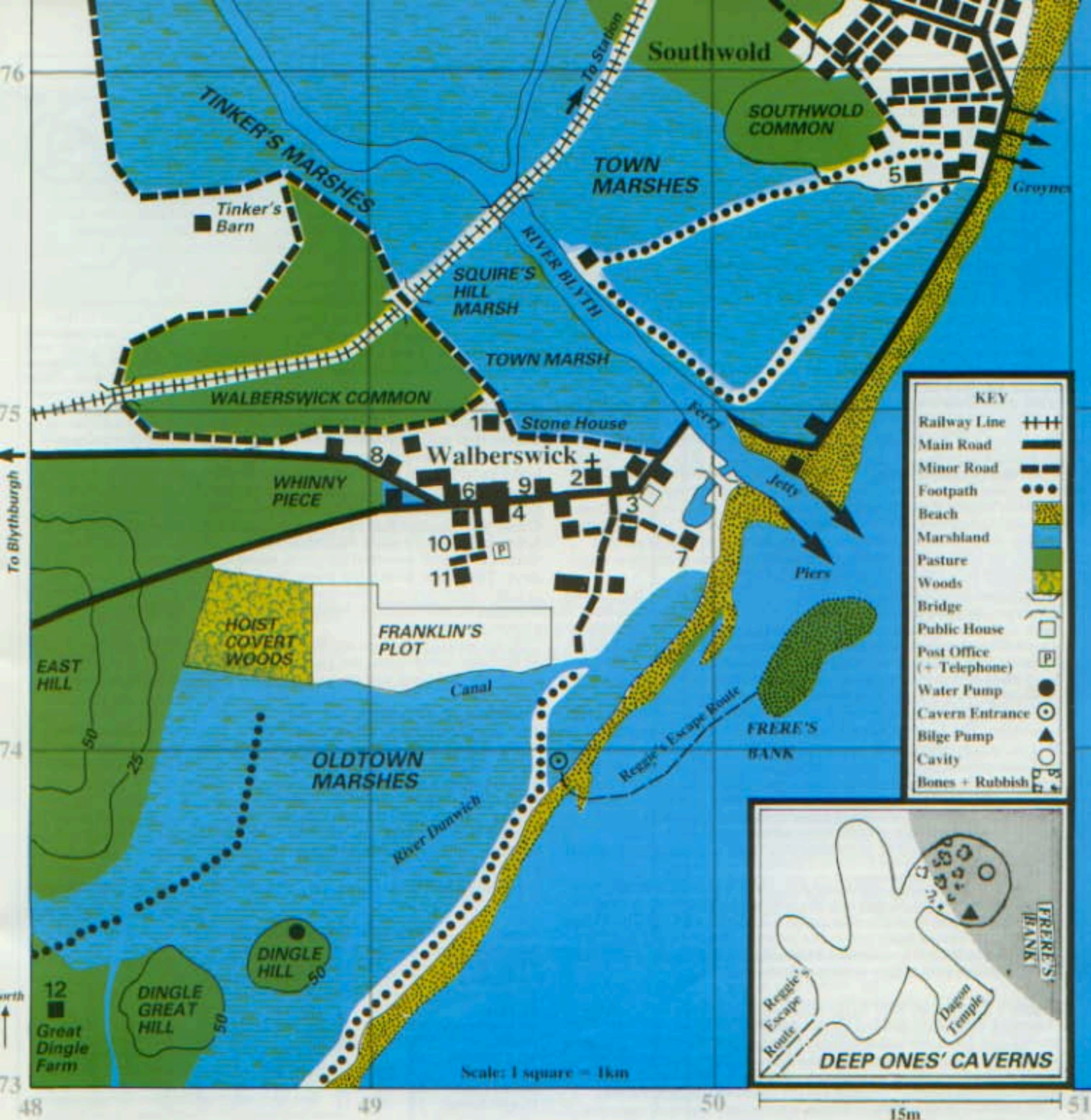
Southwold Gazette. Dated June 5th, 1892. **TRAWLER RUNS AGROUND ON FRERES BANK.** Small fishing vessel stuck on sand bank. Harry Cripps the captain sustained a broken leg. Three ships from Southwold needed to tow her to safety of the River Blyth. One of the crew who was on watch at the time states that his attention was caught by a large fish heading toward land.

Southwold Gazette. Dated July 2nd, 1892. **FISHING TRIPPERS ATTACKED BY UNKNOWN ASSAILANTS.** The *Saucy Lass* a Walberswick registered 18 footer owned by Lows Boat Yard, and chartered by 4 Southwold clients was allegedly attacked by reptiles off Freres Bank yesterday. Three are missing. A survivor, Mr Reginald Kreigh of Southwold, is being questioned by the Police.

2. St Mary's Church and Vicarage. Father Roland is rather fat and pompous but his heart is in the right place. He took up his post after the death of the aged Father Chambers, back in 1922. He can offer no real assistance, save the diary of the late father. An entry for July 4th, 1892 reads: 'Reginald Kreigh, parishoner of St Jude's, Southwold, visited me today in a state of high anxiety. He claimed many incredible things, including the existence of fish like creatures of the sand banks near the river Blythe. He claimed to have had a terrifying encounter with these creatures again 2 days before and was so frightened that he has not spoken to a living soul. I believe the poor man to be quite mad and have encouraged him to seek medical as well as spiritual assistance.'

3. Coach and Horses Public House. The proprietor, Mr McBriar, is friendly enough. The investigator's have comfortable rooms on the 2nd floor which are sparsely furnished but adequate. They can obtain cooked meals and out of hours drink readily. The staff consist of his wife Margaret, a part time bar man and two local women who act as cook and chamber maid.





4. **P.C. Bertram's House/Police Station.** A typical bicycle-riding village bobby. Known locally as 'Tubby', this portly soul is painfully straightforward and honest. He does every thing by the book. A successful Fast Talk roll will convince him to let you have a look at his files and arrest records.

1. R Kreigh - drunk and disorderly July 8th 1892, August 1894, February 1897.

2. Person missing, 3 residents of Southwold (Southwold police have details). Dated July 5th 1892.

5. **Southwold Times and Print Shop.** Mr Farrell is editor and owner and will be only too pleased to allow you to look at the back issues of his paper (formerly The Southwold Gazette). See Stonehouse Museum library information for details after a successful Library roll.

6. **Doctor Winstanley's House and Surgery.** The Doctor inherited the practice from his father, the late R Winstanley. They were very similar in aspect and appearance. If talked to, the following may be divulged:

Colonel Swann. Death certificate, died natural causes 9th December 1922. The doctor will add that Swann was the owner of Great Dingle Farm and several notable houses and sites in the area.

After his death, having no children, the estate was run by executors for four years until a gentleman named Simon Franklin successfully produced documents to support his claim as a long lost son. The mother had disappeared some thirty years ago after having been spurned by the Colonel.

R Kreigh. Numerous entries for minor ailments. Also contained are details of Kreigh's committal papers to the Bulcham Asylum. Dated July 10th 1892. Released August 1894. His paranoia had improved to such an extent that the authorities decided he would be little more than a nuisance when released. He has been philanthropically seen to by both the father and son of this practice.

7. **Lows Fishing Tackle and Boat Hire.** Peter Low owns the boatyard situated in the small inlet off the River Blyth. His operation is a ramshackle affair but obviously successful; it is very popular with local anglers. The investigators may hire a vessel from this establishment. A successful bribe and Fast Talk will induce him to show you his records, when the company was run by his father.

The Saucy Lass. Booked out to four Southwold men, one of which was R Kreigh. The vessel went missing, indeed no trace has ever been found, nor of the people onboard except R Kreigh. >

8. Matthew Steddon House. Matthew Steddon is Reggie's nephew. He thinks his uncle is raving mad, but looks after him as best as he can. Matt is unemployed and he will be at home most of the time making nets to sell to Lows. He will tell the investigators to leave his uncle alone. A Fast Talk and assurance that no harm is meant to Reggie will induce him to tell the players where Reggie lives. He prefers not to believe Reggie's story.

9. Mrs Kebbel's Shop. In the midst of boring trivial gossip Mrs Kebbel will tell the following:

1. Reginald Kreigh (Reggie) lives in Walberswick. 2. Colonel Swann's son acquired several acres of land near the village, all of which has been compulsorily purchased by the County Council since. 3. Reggie often sleeps near the beach. 4. Strange creatures are thought to stalk Old Town marshes. 5. Sometimes eerie lights are seen out to sea near Freres Bank.

10. Reggie's House. Small house within easy walking distance of the sea. Reggie will be there 60% of the time during the day, and 20% of the time in the evening or at night. Otherwise he will be aimlessly wandering the beach or the outskirts of the marshes near the sea. The house itself is unremarkable. See *Reggie's Story* and his stats for further details.

11. Steve Franks House. He lives directly opposite Reggie and 80% of the time will be in his front garden. He will tell Reggie's callers whether he is at home or not. He knows nothing and is little but an interfering busybody. He will attempt to follow the investigators should they go anywhere on foot from Reggie's. Stubborn and stupid, he will attempt to conceal himself in the most obvious way. He should be used for annoyance value.

12. Great Dingle Farm. Accessible through a footpath from Hoist Covert or by road leading up East Hill and then by track to the farm. It is deserted and overgrown except for an old and ugly man who will appear from one of the outbuildings. He will approach the investigators. There is a strong fishy smell about him and he will keep his face downwards revealing the scabrous marks on his neck. Anyone getting a view of his face will have to save versus sanity or lose 1d6 SAN. He is suffering from advanced stages of Deep One transition. His name is John Leigh and was one of the members of Reggie's crew from the ill-fated trip of 1892. If Reggie is present he will recognise John and automatically lose 1d20 SAN. Leigh will fight if attacked but will not harm Reggie; if trapped he will attempt to get to Dingle Hill and then into the marshes where he will lose the investigators by swimming away down the Dunwich River. Being almost all Deep One he can outswim anyone but the strongest. If captured, a successful Fast Talk will make him reveal the following:

1. That he is related to Colonel Swann's wife's family. His wife was, in fact, a Deep One. 2. He was the one who attempted to talk to Reggie but is too frightened to go into Walberswick. 3. The Deep Ones below Freres bank are in the process of uprooting and leaving, and if sufficiently convinced he will take the investigators into the caverns to prove they aren't malevolent.

Reggie's Tale (to be read to investigators).

'Johnny Leigh, Bob and Ian Carter and Meself hired the *Saucy Lass* from Lows for a weekend fishing. I remember we'd been out for a whole day and caught nought but a few tiddlers when Bob suggested we try the approaches to the Blyth. We could see the lights on the pier and the jetty alright, but I saw a light further upshore. It was near Freres Bank, where only a month before a trawler had run aground, so we thought we'd have a look and see if anyone was in trouble. As we got closer we could make out a small boat anchored right on the bank with four or five shrouded figures onboard. Johnny shouted but they didn't even look up. As we got closer we could hear a strange murmuring, and when we pulled alongside they looked up at us... it was horrible - one of them was human, the others... well, like fish they were, all scaly with white bellies. Then two of them sprang overboard and disappeared. I was gripped with fear and screamed in terror, lost my footing and fell into the water. I splashed about a bit and then one of the things was swimming real fast towards me. I turned and swam onto the bank, and stood up to run. Then it reared up and I ran but fell through a hole I hadn't seen. I fell about ten feet into a clammy, cold and damp cavern. On the floor was all bones and things scattered about. Above me I could hear scrambling and one of the things jumped down after me. I picked up some bone and swung at it as it was getting up. I bolted down the passage behind me - I didn't dare look to see what it was doing, I just ran and ran. Soon I couldn't run any more and, it fell really silent. I stood up and kept walking along the passage until I could see a light along the passage in front of me and smell fresh air. I came out of a crack in a rock near the beach by the Dunwich river in the marshes. Looking out to sea, I could still see the little boat making for the pier. It looked like only one person

was in it, there was no sign of our boat, nor my friends. Too frightened and exhausted to do anything, I fell asleep. When I woke up I ran into town straight to the police who just didn't believe me. So I went to see Father Chambers but he just humoured me. I felt I was going mad - all that torment and frustration. Why didn't anyone believe me? And that's not all - coming home from the pub some four months later this thing loomed out of the darkness at me... it was Johnny, all scaly. I ran off into the marshes pretty sharpish, I can tell you. I did not go home for several days after that - I just lay near the hole in the rock just waiting. Eventually, a policeman came and took me off to see Old Man Winstanley. Him and his friend from Southwold asked me a lot of questions until they signed this paper saying I was mad. They packed me off to the Bulchamp asylum. I got out in 94. I still watch for them, you know, and sometimes I see a light out near the bank, but I'm not sure. Anyway no-one believes me.'

Keepers' Guide

Reggie should be hard to find, at first. There should be a 25% chance that any inhabitants will refer to Reggie. The Deep Ones' caverns are in the process of being abandoned, since the impending building of houses on the Franklin land. The population has not grown amongst the Deep Ones to any extent. At anytime there may be 2-10 creatures in the caverns. Dagon (the God of the Deep Ones) has decreed that they withdraw from the area; they have been tardy and for each day, after the first two there is a 15% chance it may be deserted for good, rising to a 60% chance after 10 days. They have stolen the pump from the Saucy Lass to keep the caverns relatively dry, the remains of the rest of the ship can be found as timber supports holding up the cave roof in the rickety places.

If the investigators go into the caverns with a view to destroying or defiling the caverns, the Deep Ones will fight back - otherwise the Deep Ones will just try to escape, as they feel outnumbered.

Concluding the Scenario

The investigators should succeed if they can obtain positive proof of the nature of the bone. This could mean the capture, dead or alive, of a Deep One, or perhaps a photograph. If the investigators go too far up a blind alley then a direct mention that R Kreigh and Reggie are one and the same will help. It should be noted that the village is close knit and protective, even extending its hand to the outcast Reggie if he is roughly treated in any way. 1d10 villagers of unremarkable stats should come to his aid if applicable. In any event the policeman would not look kindly on outsiders interfering in his quiet little village.

Name	STATS									
	STR	CON	SIZ	INT	POW	DEX	CHA	SAN	EDU	HP
Caroline Eccles	8	9	9	14	12	8	7	60	15	10
Father Roland	10	9	14	13	9	13	11	55	13	13
Mr McBriar	12	14	12	12	14	11	12	71	10	13
P C Bertram	14	11	15	10	11	6	8	50	9	15
Mr Farrell	9	10	8	11	12	10	10	48	12	9
Dr Winstanley	10	12	11	14	12	14	12	65	16	14
Peter Low	14	11	10	9	10	13	9	52	8	12
Matt Steddon	15	12	12	7	15	9	11	55	7	14
Mrs Kebbel	7	10	11	10	8	7	9	62	10	8
Steve Franks	13	11	10	5	12	9	8	45	8	15
Reggie Kreigh	11	12	13	9	10	12	13	25	9	12

Deep Ones

	STR	CON	SIZ	INT	POW	DEX	HP	CLAW	ATT	DAM
John Leigh	16	12	14	11	8	8	13	30%		2d6
Deep One 1	11	9	12	11	11	11	15	35%		2d6
Deep One 2	15	9	14	12	7	8	12	25%		2d6
Deep One 3	10	11	13	10	9	9	11	30%		2d6
Deep One 4	18	14	18	11	10	10	11	55%		2d6
Deep One 5	20	11	16	8	8	11	14	25%		2d6
Deep One 6	15	9	14	12	7	8	15	40%		2d6
Deep One 7	16	12	21	9	11	11	17	30%		2d6
Deep One 8	14	8	11	10	8	13	10	25%		2d6
Deep One 9	19	8	20	8	9	9	12	30%		2d6
Deep One 10	9	11	12	4	13	11	14	35%		2d6

Final Note

The investigators should be urged not to use firearms, if possible not carry them, bearing in mind the operation on which they are engaged is seemingly a peaceful one, and that the availability of guns should be restricted and indeed frowned upon by the authorities.

An alternative for more experienced investigators could be to make nearly all the inhabitants in various stages of becoming Deep Ones, and thus all potentially hostile and unco-operative to any of the investigators endeavours. □